PRIMA'S OFFICIAL STRATEGY GUIDE

# MARIO KART™ SUPER CIRCUIT™

4-Player Racing Tips!
LINK IT UP!

The Stratton Bros.

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# MARIO KART™ SUPER CIRCUIT™

## PRIMA'S OFFICIAL STRATEGY GUIDE

The Stratton Bros.

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Project Editor: Jill Hinckley
Editorial Assistant: Etelvina Hernandez
Product Manager: Sara E. Wilson
Copy Editor: Gil Alexander Shif

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3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com

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# ON YOUR MARKS...

## AN INTRODUCTION TO MARIO KART™: SUPER CIRCUIT™

Thank you for purchasing *Mario Kart: Super Circuit—Prima's Official Strategy Guide*! We've spared no effort to provide you with all of the tips and tricks you need to become a kart-racing champion. The first few sections of this guide give you the lowdown on all of the characters, items, and game modes in *Mario Kart: Super Circuit*, while the later chapters get into the nitty-gritty details of all 40 courses and the best way to finish at the front of the pack in each.

## BEHIND THE WHEEL

Your kart might be tiny, but it's packed with power. Mastering your momentum is absolutely essential for victory. Make sure to read through the list of kart controls to the right and practice, practice, practice!

**Controls**

| Button | Effect |
|---|---|
| ←, → | Steer left and right, Select menu option |
| ↓, ↑ | Select menu option |
| Ⓐ | Accelerate, Confirm menu selection |
| Ⓑ | Brake, Cancel menu selection |
| ↓+Ⓑ | Reverse (only when kart is stopped) |
| Ⓐ+Ⓑ+← or Ⓐ+Ⓑ+→ | Spin Turn |
| R | Mini-Jump |
| L | Use item, Select item (when shuffling) |
| R+← or R+→ | Power-Slide Drift |
| ↓+L | Fire Shells behind kart |
| ↑+L | Throw Bananas ahead of kart |
| START | Pause Race, Confirm menu selection |
| SELECT | Honk Horn, Change game settings (from mode-selection screen) |

**TIP**

***To get an instant burst of speed from the starting line, press Ⓐ just before the green light of the countdown, about halfway between the second yellow light and the green light. The timing is very tricky; it might take you several tries before you get the hang of it. The speed burst is identical to the one you get when you use a Mushroom, and you can even knock a rival or two out of the way as you launch into first place.***

## PLAYABLE CHARACTERS

Don't be fooled by the name of the game: Mario's not the only kart racer in town. Seven of his closest friends and rivals are also playable characters in *Mario Kart: Super Circuit*. Each has his or her own special abilities and weak points. Get to know them all and decide for yourself who best suits your racing style. A character's Speed represents his or her acceleration power, not the character's top speed. A character's Weight determines the result of collisions with other racers and the character's kart control (heavier characters can push other racers around but are harder to steer).

## Lightweight Class

Lightweight racers have the best acceleration and handling but the lowest top speeds. Dirt and rough terrain don't slow Lightweights down as much as their heavier rivals. The downside, however, is that they are still easily knocked aside by the bigger boys.

**Yoshi** Speed: ★★★★☆ Weight: ★★☆☆☆

Mario's faithful companion Yoshi tears through rough terrain at the edges of courses as if they were freshly paved asphalt. His mean green machine picks up speed quickly, but everyone, except Peach and Toad, pushes him around.

**Peach** Speed: ★★★★★ Weight: ★☆☆☆☆

Peach, the princess of the Mushroom Kingdom, can light up the track like no one's business. She has the highest Speed rating of any character, but years of eating only the lightest and fluffiest royal delicacies has left her without much weight to throw around when things get rough.

**Toad** Speed: ★★★★★ Weight: ★☆☆☆☆

Toad is Peach's faithful retainer and confidant, as well as the Mushroom Kingdom's premier game show host (any *Mario Party*® fans out there?). His stats are exactly like those of the princess he serves: good acceleration but not very tough.

## Middleweight Class

Middleweights are the proverbial porridge that isn't too hot and isn't too cold. They're not the speediest characters in the game, but they're not the slowest by a long shot. And although they might not be able to push every other racer around, they can knock a few heads when they need to and zip past rivals they can't bump off.

**Luigi** Speed: ★★★☆☆ Weight: ★★★☆☆

Mario's little brother and fellow plumber, Luigi, is one of the two most well-rounded characters in the game. He strikes a good balance between speed and power, has excellent steering abilities, and is a good choice for novice players who want to get a feel for the game.

**Mario** Speed: ★★★☆☆ Weight: ★★★☆☆

Because he's the star of the show, you can bet that Mario is one of the best all-around racers in the kingdom. Slightly more well-rounded than Luigi (and slightly more round), Mario is a very balanced racer and a good choice for the average gamer.

## Heavyweight Class

The Heavyweight racers live up to their names. As the heaviest racers in the game, they have the luxury of running over anyone they can't outrun. Unfortunately, that's just about everyone, and if they get stuck at the back of the pack, it's a fierce fight to first place.

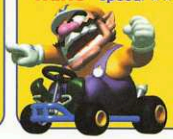
**Bowser** Speed: ★☆☆☆☆ Weight: ★★★★★

Where does a 500-pound Koopa King drive? Anywhere he wants. That's Bowser's logic anyway, and as the heaviest (and therefore toughest) character in the game, there aren't many who would argue the point, especially when it's so much easier to stomp on the gas and blow right by him.

**Donkey Kong** Speed: ★★☆☆☆ Weight: ★★★★☆

Mario's oldest rival, Donkey Kong, has always relied on his brute strength to ruin Mario's day. He's got decent control for a guy his size, but you can't count on a giant ape for a lot of finesse.

**Wario** Speed: ★★☆☆☆ Weight: ★★★★☆



Bowser and Donkey Kong might have seniority, but Wario is determined to prove that he is Mario's most dangerous rival. Like his fellow heavyweights, Wario isn't built for precise control, but his power is second only to Bowser's.



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## ENGINE CLASSES

Not only must you choose a racer, you must also choose the Engine Class in which you want to compete. Kart engines are measured in ccs (cubic centimeters), and the higher the ccs, the more powerful the engine. Weak engines mean slower races with better control; powerful engines give you fast races that demand precise button pressing.

The three Engine Classes are **50 cc**, **100 cc**, and **150 cc**. Amateurs should start at the 50 cc level. You can only unlock bonus courses in the Time Trial mode by racing in the 150 cc class (see page 9 for more information on Time Trial mode).

***TIP***

***Remember that the Engine Class you choose is the class that your rivals will also be racing in. If you're new to Mario Kart: Super Circuit, you might find that your opponents can handle the higher engine power much better than you can. Your best bet is to race in the 50 cc class until it's no longer a challenge.***

## POWER-UP ITEMS

Spinning Item Boxes litter each course. When a racer runs into an Item Box, he or she gets a random Power-Up Item, which they can activate by pressing L. Items are a major factor in kart racing. They can slow down your rivals or protect your own racer against attacks. You can only have one Item at a time, and you can't get a different Item until you use the one you've got.

### Offensive Items

***TIP***

***When you run into an Item Box, you cycle through Items randomly for a few seconds and can't use the Item until the random shuffle has stopped. If you don't want to wait that long, or if you have really good reflexes and want to try to choose your Item, press L to stop the shuffle. You'll get the Item that was displayed when you pressed L.***

**Red Shell**

Red Shells seek out the nearest rival in front of you and stun him or her if they connect (which they almost always do). You can use Red Shells to take out a distant enemy, even if he or she isn't onscreen. Red Shells disappear once they hit a racer.

**Green Shell**

Almost identical to Red Shells, Green Shells can also be fired at rivals to stun them, but they do not home in on rivals. Instead, they travel in straight lines and ricochet off of solid objects such as fences and walls. Don't get hit by one of your own rebounding Shells!

***You can fire single Shells behind you by pressing ↓+L. Green Shells will travel straight backwards, whereas Red Shells will seek out the nearest opponent in front of you. If there are no opponents in front of you, they will wait on the track for the next opponent to pass by. You can't fire Triple Shells backwards.***

## Triple Red Shell

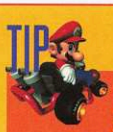
Pressing L once you get a Triple Red Shell surrounds your racer with three Red Shells, each of which you can fire at a rival by pressing L again. Triple Red Shells behave like any other Red Shells, and if you don't fire them, you can also use them together as a shield against enemies who get a little too close for comfort. Once you activate a Triple Red Shell by pressing L, you can pick up another Item, but you can't use the new Item until you fire all three Red Shells.

## Triple Green Shell

Use Triple Green Shells exactly as you do Triple Red Shells, except Green Shells travel in a straight line when fired. As with Triple Red Shells, once you activate a Triple Green Shell by pressing L, you can pick up another Item, but you can't use the new Item until you fire all three Green Shells.

## Spiny Shell

One of the most devastating Items in the game, a Spiny Shell knocks out any karts between you and first place, including the race leader. It's a great way to score a come-from-behind victory.



***For split-second launches of Bananas or Shells, press and hold down L to ready your weapon. When you want to fire, simply release L. If you see a rival readying an offensive Item, take evasive action immediately!***

## Banana

The Banana itself is little more than a tasty treat for Donkey Kong. The peel is what matters in kart racing. Pressing L when you have the Banana drops the peel behind you, and if a racer hits the peel, he or she spins out of control. You can also toss a Banana in front of you by pressing ↑+L. Be careful, though: you might run into your own trap. Drop Bananas around tight corners or when you've got a rival riding right up your tailpipe. Note that if you press B as soon as you hit a Banana, you'll avoid the spinout, and your racer will whistle in relief.

## Boo

Boo's sticky fingers have made him a legendary pest in Mario's world. If you use Boo, he will steal items from other players for you. He will also make you temporarily untouchable so that your rivals' attacks pass right through you. And if you use him when you're in worse than second place, Boo goes after the leader and tries to interfere with his or her racing. Quite a versatile fellow!

## Lightning

The perfect Item for races that are just a little too close for comfort, Lightning drops magic bolts from the sky onto all of your opponents, temporarily shrinking them to half size. Shrunken opponents have only about half as much speed and power as normal. The player that uses Lightning can also cause the shruken players to spin out by hitting them while they are still small.

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## Defensive Items

### Star

Just as in every other Mario game, getting one of those little yellow Stars makes you temporarily invincible and gives you a little speed boost. While you're invincible, you can plow through rivals regardless of their power and deflect their attacks without harm.

### Mushroom

Using a Mushroom gives your kart a short burst of speed. Be sure to use it only on straightaways, because turning becomes extremely tough when you're moving very fast. You can also ruin a rival's day by coming right up behind him or her and using the Mushroom to plow through. Note that in Time Trial mode, you begin with a Triple Mushroom, which is exactly what it sounds like: a Mushroom that you can use three times. This item is not available in any other mode.

# GO, KART RACER, GO!

## SINGLE PLAYER RACE MODES

### RULES OF THE ROAD

Each of the initially playable tracks in *Mario Kart: Super Circuit* have three laps, while the Extra tracks have five and you have your choice of three or five during Quick Run races. Your goal is to complete the laps as quickly as possible. In single-player games, you have the option of three race modes: Mario GP, Time Trial, and Quick Run.

To play a single player game, choose Single Player from the title screen, then choose a race mode. If the word "Settings" appears in the screen's bottom left corner, press SELECT to change the race settings.

Select your Engine Class, your character, and the course(s) to race. For Mario GP, choose a series of four races (called a "Cup") and race all four, from first to fourth. For Time Trial or Quick Run, select a single course to race.

**NOTE**

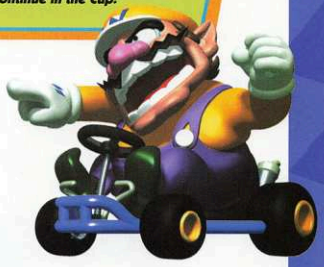
***If you can't decide which character you want to race as, select the center block on the character-selection screen to have a random character chosen for you.***

## MARIO GP

The Mario GP race mode pits eight racers against each other in a Cup. Until you unlock more courses, you can only choose between the Mushroom, Flower, Lightning, and Star Cups. Points are awarded at the end of the Cup according to how the racers placed (see Mario GP Scoring Chart on the next page).

**NOTE**

***You can also race Mario GP in two-player mode. The rules are identical to the single-player rules, except that only one of the players must place in the top four on each course for both players to be able to continue in the Cup.***





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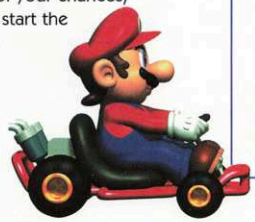
The racer with the highest point total wins the Gold Trophy, the racer with the second-highest point total wins the Silver Trophy, and the racer with the third-highest point total wins the Bronze Trophy. Winning four Gold Trophies in the four Cups for an Engine Class opens up a fifth Cup for that Engine Class, the Special Cup. See page 49 for more information on unlocking the Special Cup.

In addition to the Cup Trophies, you also receive a letter or star ranking at the end of the Cup. From best to worst, the rankings are: ★★★, ★★, ★, A, B, C, D, and E. Your ranking is saved at the end of the Cup if it's among your best scores. A number of factors determine your ranking, including course time, number of Coins, individual race and total Cup placement, and the number of retries used.

**Mario GP Scoring Chart**

| Place | Points |
|---|---|
| 1st | 9 |
| 2nd | 6 |
| 3rd | 3 |
| 4th | 1 |
| 5th or lower | 0 |

If you fail to finish in the first four positions in a race, you must run that race again. You can also choose to restart a race by pressing START and choosing Try Again. You can only restart three races per Cup. If you fail to place after you've used all three of your chances, you must start the Cup over.



**Initial Mario GP Courses**

## Coins

Along each course you'll find Item Boxes and Coins (refer to pages 4 through 6 for an explanation of Items and Item Boxes). Collecting Coins raises your kart's top speed, but colliding with other racers, hitting certain nasty obstacles, or falling off of the course costs you Coins. You can only hold a maximum of 55 Coins at a time. If you have no Coins, you spin out when another kart hits you.

If you've won five Gold Trophies in an Engine Class (by taking first place in the Mushroom, Flower, Lightning, Star, and Special Cups) and race the Cups again in the same Engine Class, you can unlock Extra Cups by collecting 100 Coins in each Cup. Press L or R at the course-selection screen to select the Extra Cups (see pages 57–95 for more information on unlocking Extra Cups).

# TIME TRIAL

A Time Trial race is a pure test of speed, rather than a competition to finish before the rest of the pack. Time Trials are similar to Mario GP races, with a few important distinctions. Instead of racing a Cup, you select the individual course to race, and there are no opponents. Because there are no opponents, there are also no Items for you to collect. You begin with a Triple Mushroom, and that is the only Item you get for the duration of the race.

If you have saved Ghost data from previous races, an intangible "ghost" version of the kart from your fastest race will appear on the course along with you and follow the exact same path from your saved Ghost data. You can save Ghost data for up to ten courses once you beat the fifth record time on the saved initial records. After you have saved the Ghost data, you must beat the time for that saved Ghost race before you're able to save a new Ghost for that course.



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Once you complete the race, your lap and race times appear, followed by your five best lap and race times. You can then choose either Change Course to race a different course, Change Driver to race the same course with a different character, or Quit to exit Time Trial mode and save your times.

Unlock extra courses in Time Trial mode by unlocking them in the 150 cc Engine Class in Mario GP. See page 48 for more information on unlocking hidden courses.

## QUICK RUN

A Quick Run race takes elements from both Mario GP and Time Trial modes and joins them together into a game mode that truly lives up to its name. As in Time Trial, you race on a single course, not in a four-course Cup. You can also choose between three or five laps, and turn Items and Coins on or off. Other than that, all Quick Run rules and gameplay are identical to those in Mario GP mode.

Quick Run is a great way to practice your skills on troublesome courses. For instance, if you have a habit of racing to first in the first three courses in the Special Cup and then finishing below fourth on the last Special Cup course, you can practice racing on that one course. That sure beats getting all the way to the last Special Cup course, losing three times, and having to start the whole Cup over! Quick Runs are also good for practicing Coin collecting and shortcuts.

# Ladies and Gentlemen, START YOUR ENGINES!

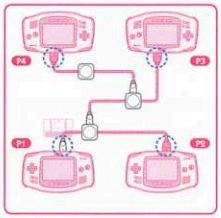
MULTIPLAYER RACE MODES

## SINGLE-PAK VS. MULTI-PAK PLAY

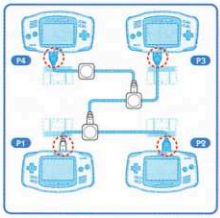
You can play *Mario Kart: Super Circuit* with up to three other players. Each player needs his or her own Game Boy® Advance system and some Game Boy® Advance Game Link® cables (equal to one less than the total number of GBA systems: one Game Link cable for two players, two for three, and three for four). See "Linking Your Game Boy Advance Systems" later in this section for more information on connecting your GBA systems for multiplayer fun.

You can only use certain multiplayer game modes (Battle, Vs., and the two-player mode for Mario GP) if each player has his or her own *Mario Kart: Super Circuit* Game Pak. These modes are called Multi-Pak modes; you can select them by choosing Multiplayer from the title screen and Multi-Pak Link from the following menu. There is also a special Single-Pak multiplayer mode, in which only Player 1 needs a Game Pak. To access that mode, choose Multiplayer from the title screen and Single-Pak Link from the following menu. Keep reading for more information on the various multiplayer modes.

## LINKING YOUR GAME BOY ADVANCE SYSTEMS




**Single-Pak linking**




**Multi-Pak linking**

Connect the Game Link cables before turning on the GBA systems. For **two players**, connect the narrower Game Link cable plug into the port on Player 1's GBA and the wider plug into Player 2's GBA.

For **three players**, connect the GBA systems as you would for two-player play. Then, insert the second Game Link cable's wider plug into Player 3's GBA and the narrower plug into the port in the middle of the first Game Link cable.

For **four players**, connect the GBA systems as you would for three-player play. Then, insert the third Game Link cable's wider plug into Player 4's GBA and the narrower plug into the port in the middle of the second Game Link cable.

If you've done it right, Player 1's GBA should be the only one with a narrow plug connected to it; all the other players should have wider plugs in their GBA systems. Player 3 should be connected to the first Game Link cable, and Player 4 should be connected to the second. The third Game Link cable's middle port should be empty.

Once you've linked up all of the Game Boy Advance systems, insert the *Mario Kart: Super Circuit* Game Pak(s) into the GBA system(s) and turn on each GBA system's power. **DO NOT** turn on the GBA systems until you've properly and securely connected all Game Link cables and fully inserted all Game Paks.

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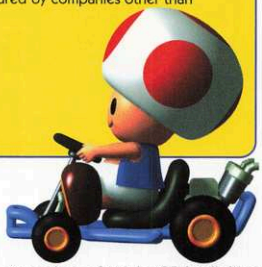
### Multiplayer Troubleshooting

If you can't access multiplayer game modes after linking your GBA systems, run through this list of possible glitches:

- Are all of the Game Link cables securely connected to the GBA systems?
- Is Player 1's GBA system the only one with the narrower Game Link cable plug connected to it?
- Do Players 2-4 all have the wider Game Link cable plugs connected to their GBA systems?
- Are only narrower plugs connected to the middles of the Game Link cables?
- You're not trying to connect more than four GBA systems, are you? That won't work, and there is no hidden "eight-player mode."
- Are all of the *Mario Kart: Super Circuit* Game Paks firmly and completely inserted into the GBA systems?
- Did you keep the power off on all of the GBA systems until you connected the Game Link cables and inserted the Game Paks? If not, turn off the power on all of the GBA systems and then turn them back on.
- If you are playing in Single-Pak mode, is the Game Pak inserted in Player 1's GBA system?
- Are any of the GBA systems low on power? If so, turn them all off, replace any weak batteries, and turn them back on again.
- Did any Game Link cables come unplugged after you turned on the power? If so, turn off all of the GBA systems and start again.
- Are you using Game Boy Advance Game Link cables? Game Link cables designed for previous versions of the Game Boy® can cause problems.
- Are you using official Nintendo Game Boy Advance Game Link cables? Game Link cables manufactured by companies other than Nintendo might not meet the high standards necessary for multiplayer link-ups.
- If you are still having trouble, contact Nintendo Customer Service for further assistance:
  www.nintendo.com
  or call 1-800-255-3700
  Mon.-Sat., 6:00 A.M. to 9:00 P.M.
  Sun., 6:00 A.M. to 7:00 P.M., Pacific Time
  (Times subject to change)



## MULTI-PAK MULTIPLAYER

### Mario GP

You and a friend can play the multiplayer version of Mario GP by linking your GBA systems and choosing Multiplayer from the title screen. From the next menu, choose Multi-Pak, and then choose Mario GP and continue as you would in the single-player mode (see page 6 for more information on single-player Mario GP).

Multiplayer Mario GP is identical to the single-player version, except that only one player must place in the top four for each course for both players to continue to the next course.

### Vs. Mode

Two to four players can race head-to-head against each other on any of the Mario GP tracks. Make sure you've properly linked your GBA systems, and then have Player 1 choose Multiplayer from the title screen, Multi-Pak from the next screen, and Vs. from the next menu. Press SELECT to change Vs. mode options from the mode-selection screen.

Vs. mode is the multiplayer version of Quick Run. You and your friends compete to complete three laps around the track as fast as you can. The race ends once the last-place racer crosses the finish line. You then have the option of continuing or not. You can also press START during a race to change the course and karts. Gameplay is otherwise identical to the Quick Run single-player mode.

## Battle Mode

Battle mode is the only game mode in *Mario Kart: Super Circuit* in which crossing the finish line first isn't the object of the game. In fact, there is no finish line—Battle mode is all about taking out your opponents and being the last man (or woman, or ape, or whatever) standing. To start Battle mode, Player 1 must choose Multiplayer from the title screen, Multi-Pak from the following screen, and then Battle from the mode-selection screen.

Each player starts in a different section of one of four special Battle courses with three Balloons. Your goal is to pop all of your opponents' Balloons before they pop yours. You can pop opponents' Balloons by:

- Forcing them to drive over Bananas
- Running into them while you are invincible (using a Star)
- Hitting them with Shells
- Running them off of the track

If you are playing a three- or four-player Battle, players who lose all three Balloons before the end of the Battle are out of the Battle but not out of the game. They become Bob-Ombs, which can run into karts and blow them up, costing their victims a Balloon each time they do. Bob-Ombs can also get Mushrooms from Item Boxes for explosive bursts of speed. And because Bob-Ombs aren't karts, they don't show up as blips on the mini-map, leaving any player still in the Battle at a considerable disadvantage.

### Battle Tracks

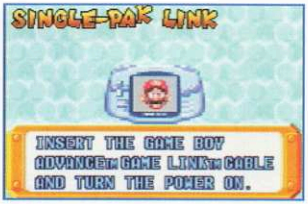
BATTLE COURSE 1

BATTLE COURSE 2

BATTLE COURSE 3

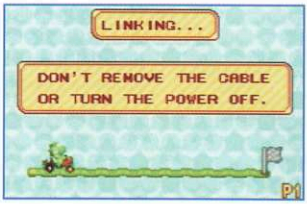
BATTLE COURSE 4

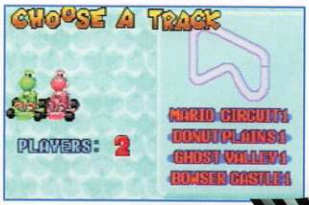
## SINGLE-PAK MULTIPLAYER




For those with only one *Mario Kart: Super Circuit* Game Pak, this is the only multiplayer mode you can play. Connect your GBA systems, making sure that Player 1 has the Game Pak in his or her GBA. Turn on Player 1's GBA, then turn on the others, and then have Player 1 select Multiplayer from the title screen and Single-Pak from the following menu. Check the connections on the screen displayed on Player 1's GBA, then press Ⓐ to begin the data transfer.

Each player races as a different-colored Yoshi (Player 1 is green, Player 2 is red, Player 3 is blue, and Player 4 is yellow), and Player 1 chooses one of four special tracks on which to race. Once Player 1 chooses the track with Ⓐ, the information takes a couple of seconds to transfer to the other GBA systems.



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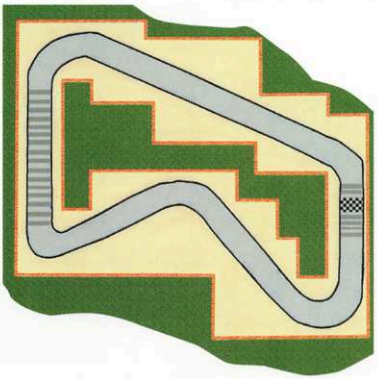
There is only one Engine Class in Single-Pak mode, and the winner is the first player to complete five laps around the track. The four Single-Pak courses available for multiplayer racing are the four courses of the Extra Mushroom Cup. There are no Coins in the multiplayer mode, but the Item Boxes are still there. Gameplay is otherwise identical to Vs. mode.

You can play the Single-Pak multiplayer mode even if every player has a *Mario Kart: Super Circuit* Game Pak in his or her GBA. Turn off the power on each GBA, and then have Player 1 (and *only* Player 1) turn his or her GBA on. The other players must then hold down START and SELECT and turn their GBA systems on.

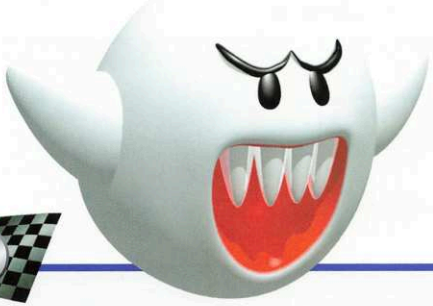
## SINGLE-PAK COURSES

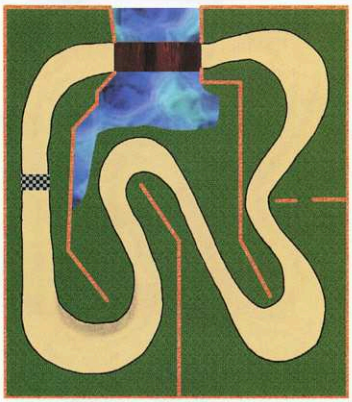


### Mario Circuit 1

A straightforward oval track, Mario Circuit 1 favors hard, fast racing with almost no braking.

- Use Mushrooms on the first straightaway after the starting line.
- Drift around all corners; press R while steering ← or → to begin the Drift just after the turn begins and release it just as you round the corner.





## Donut Plains 1

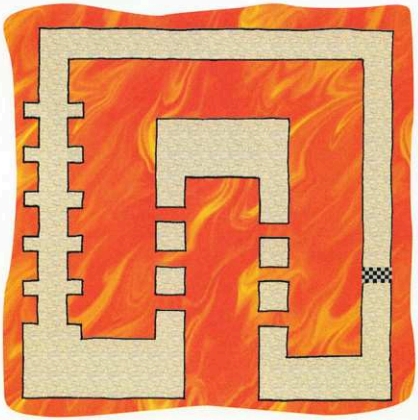
Another basic track, the only corner you have to worry about is the sharp hairpin turn 3/4 of the way through the course.

- Stay off of the inside of the last corner before the start/finish line to avoid the rough terrain there.
- Lighter, faster racers can go off road after rounding the upper right corner of the course to avoid the curve in the track.

## Ghost Valley 1

Ghost Valley 1 is all right angles, so if you can take one of the turns, you can take any of them.

- Make sure to hit all jumps straight on at high speeds to avoid losing momentum by hitting the edges of the track when you land.
- After jumping the gap along the bottom of the track, stay to the left side of the track and hop off at the end to land on the short outcropping on the other side.



## Bowser Castle 1

Similar to Ghost Valley 1, Bowser Castle 1 has only 90-degree angle turns and long straightaways to build up momentum.

- Head straight into the two series of three jumps while moving as quickly as possible to keep your speed up.
- If you're moving fast enough, you can Drift around all three wide hairpin turns.



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# PEACH CIRCUIT

# TRACK FACTS

## Overview

The course that bears Peach's name is designed with the beginner in mind. It's a fairly basic track, with only two 90-degree turns and two corners sharper than that. For the better part of the course, you can just hold down the accelerator and go, go, go!

## Points of Interest

1. **Coins:** Most of the Coins on this course are in groups of five, and most of the groups fall toward the inside of the track. Racing on the inside is a good idea anyway—it's a shorter distance around the track—and a big cash bonus is always nice. If you're trying to collect 100 Coins in the Mushroom Cup to unlock the Extra Mushroom Cup, snagging every Coin on Peach Circuit will get you halfway there.

2. **Item Boxes:** Missing the Item Boxes on Peach Circuit is nearly impossible, unless you've got a nasty rival directly in front of you who gets them before you do. For the first set of Item Boxes, keep to the left side of the track so you can grab the Coins following them. For the second set, stay right and rack up even more pocket change.

# SKY GUY BEACH

**Map Legend**

- Race Direction
- Item Box (7)
- Coin (50)

# TRACK FACTS

## Overview

Shy Guy Beach is a straightforward, oval course. Stick to the light-colored sand to avoid the slowdown caused by the shore's rough terrain. Your kart can drive (slowly) over light blue water, but if you head into the deeper, darker water, Lakitu will have to fish you out, and he charges a handful of Coins for the favor.

## Points of Interest

1. **Crabs:** Scuttling back and forth across the right half of the course are several Crabs. If you hit one (or one hits you), you spin out and lose some Coins. If you press Ⓑ just as you hit one, you can escape the spin and keep your cash.

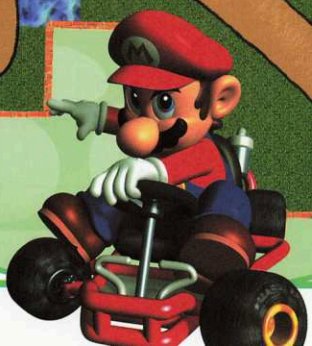
2. **Cannonballs:** Way out in the ocean, safely beyond your reach, is a Shy Guy pirate ship that fires cannonballs at you. If a cannonball hits you, you lose some Coins and spin out. To avoid that, keep to the middle of the islands on the track's left side and to the outside of the large island following them.

3. **Secret Island:** Okay, it's not well hidden, but the island in the upper left corner of the course is off the beaten path. You must head through shallow water to get to it, and once you do, you'll find a Crab guarding 16 Coins. You can also use the island as a mini-shortcut and round off that upper left corner a bit.

# RIVERSIDE PARK

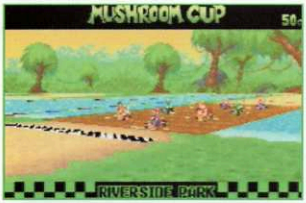
**Map Legend**

- Race Direction
- Jump
- Speed Strip
- Item Box (9)
- Coin (50)



## TRACK FACTS

### Overview



Didn't get enough water in the last track? Riverside Park has all you need and more. It's also the first track with a jump; if you don't hit it just right, your lap times will suffer. Be especially careful on the sharper turns…the Power-Slide Drift (hold down R+← or R+→) is your best friend on the hairpins.

### Points of Interest

**1** **Jump the Track:** At two locations on the course are a series of Speed Strips that run the width of the track. These Strips propel you up onto the subsequent ramps and over the obstacles. The Speed Strips do most of the work, but you must hit them straight on at a pretty good speed to make the jump. Otherwise, you'll have to repeat the curve and try again (if you're in the lower left corner) or get fished out of the lake and lose a couple of Coins and some valuable time (if you're in the upper right corner).

**2** **Speed Strips:** Riverside Park is the first course with Speed Strips: flashing red and yellow arrows on the track's surface. If you run over them, you get a quick burst of speed, so aim for them whenever possible and be ready to fight for control of your kart once you do. You must hit the wide strips in the upper right and lower left corners of the course to complete your laps (see "Jump the Track," above).

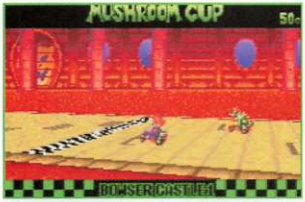
# BOWSER CASTLE 1

**Map Legend**

- Race Direction
- Jump
- Item Box (6)
- Coin (50)

# TRACK FACTS

## Overview



Welcome to the first of Bowser's several castles. Aside from a couple of hairy 90-degree turns, a few giant stone blocks intent on crushing you, and red-hot lava everywhere you look, it's quite the charming place. And don't be concerned about the series of gaps in the course along the bottom; if you hit the jumps straight on, you'll have no trouble avoiding the lava.

## Points of Interest

1. **Thwomps:** These immense blocks of gray stone have nothing better to do than jump up and down all day, crushing any kart racer unfortunate enough to be underneath. When they land, they crush the racer, costing him or her a couple of Coins. Stay toward the middle of the track to avoid them altogether, or pass underneath them while they're on their way up.

2. **Rough Terrain:** Watch out for the darkened areas of the track. These areas are the only rough terrain on the entire course, and driving through them can add unwanted tenths of a second to your lap times.

3. **Podoboos:** These feisty fireballs have plagued Mario since the very first *Super Mario Bros.*® game, and they're not about to stop now. When jumping the gaps along the bottom of the course, stay as close to the dead center of the track as possible to avoid getting scorched, losing time and Coins.

# MARIO CIRCUIT

# TRACK FACTS

## Overview

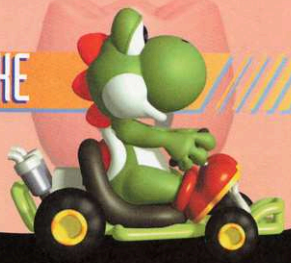
Mario Circuit is a return to the grassy terrain of Peach Circuit, with only a couple of tough corners and one (sort of) hidden path. After the water and lava hazards of the last few courses, the green fields of Mario Circuit are a welcome relief.

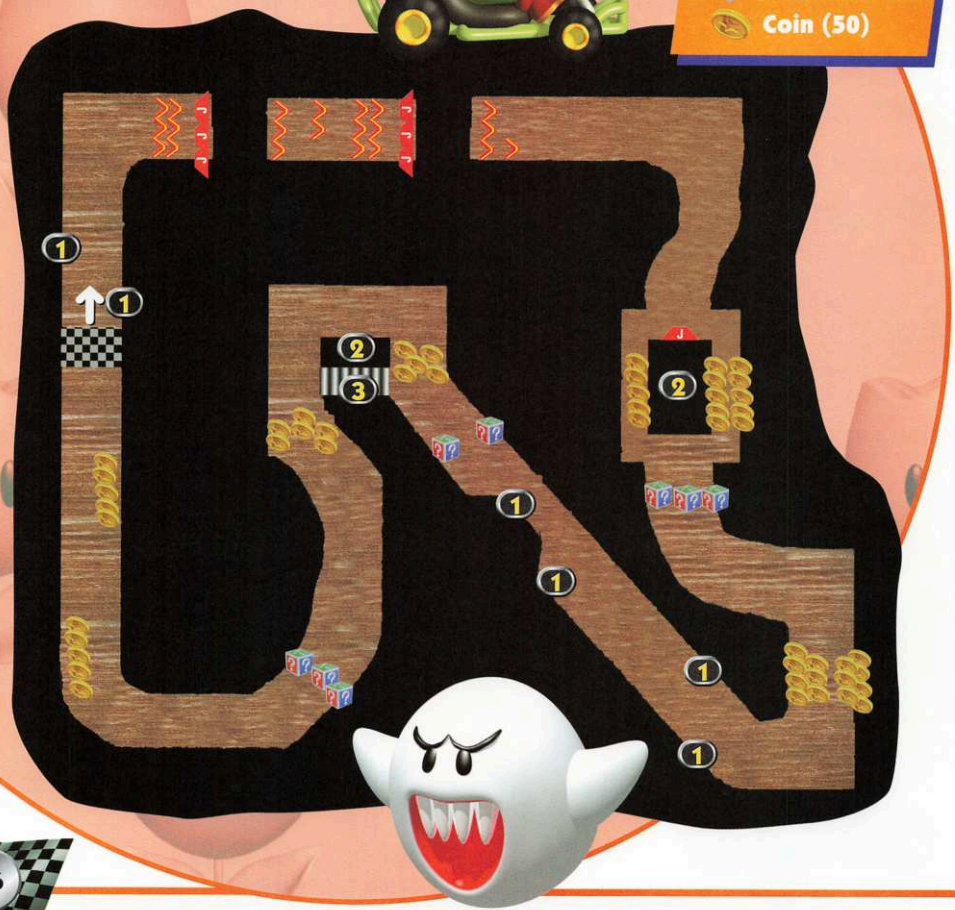
## Points of Interest

**1** **Off the Beaten Path:** Just before the start/finish line on the right side is a narrow path that breaks off from the main track. Taking the path leads you to a row of eight Coins and a Speed Strip that more than compensates for the half-second or so you lose by leaving the main track.

**2** **Hairpin Turn:** Near the end of the first half of the course is a very sharp 180-degree turn. If you're moving too quickly, you'll zoom off of the track and into the grass, costing precious seconds and giving your opponents the opportunity to catch up (or increase their leads). This corner is the perfect place to use your Power-Slide Drift (hold R while pressing ← to turn). Begin the Power-Slide Drift just as you're entering the turn and release it just as you exit. You'll round the corner safely with squealing tires, but you'll hardly sacrifice any speed.

# BOO LAKE




Map Legend
Race Direction
Jump
Speed Strip
Item Box (8)
Coin (50)
1
1
2
3
2
1
1
1
1
1

# TRACK FACTS

## Overview

It's called Boo Lake, but there isn't any water on this course—just gaping chasms that extend into the inky blackness below the track. Also, most of the guardrails that keep you from falling off of the edge of the track are destructible; one bump from a kart and they disappear, leaving a perilous edge. But while you've got to keep a skillful thumb on your + Control Pad to avoid the pitfalls, there are also a couple of nice long straightaways that favor high-velocity bursts of speed and Mushroom use. Speed freaks will also enjoy the stretch of Speed Strips and jumps along the top of the course.

## Points of Interest

1. **Little Boos:** Several candle-holding Boos lurk around the course, but don't be frightened—they're just there to watch, not to bother you. Should you pass underneath one, you'll hear its cackling laughter.

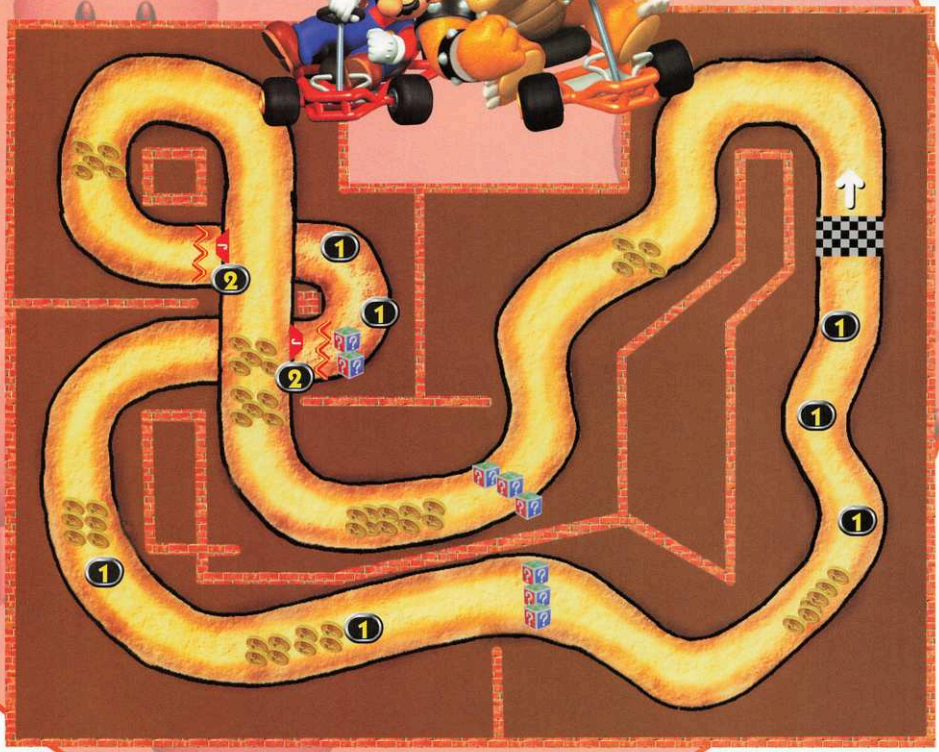
2. **Mind the Gap:** There are several small gaps in the track you need to avoid, such as the ones along the left side just before the start/finish line, for example. There are also two very large gaps that you must avoid. One is about halfway down the right side of the track, and the other is about 3/4 of the way around the course. Falling in costs you Coins and time, so be careful.

3. **Bridge Shortcut:** Just before the second large gap, about 3/4 of the way around the course, is a narrow, rickety bridge that you can use as a small shortcut. Hit it straight on, because there's nothing to keep you from falling off either side.

# CHEESE LAND

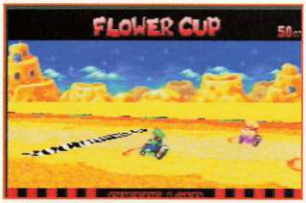
**Map Legend**

- Race Direction
- Jump
- Speed Strip
- Item Box (8)
- Coin (50)



# TRACK FACTS

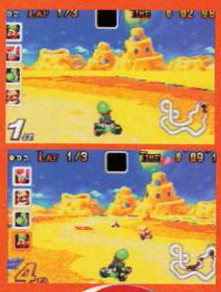
## Overview



No, Mario and pals do not take a road trip to Wisconsin halfway through the Flower Cup. Cheese Land is made up entirely of, well, cheese, with only a couple of sharp corners to slow down a high-speed chase through the cheddar. Unlike most of the other courses, in this one you should stay toward the center of the road in order to build speed and collect Coins.

**TIP**

***Cheese Land's entire course is paved with cheese, but not all cheese is alike. Lighter-colored cheese (the cheese in the center of the track) lets your racer build the most speed, while the darker cheeses are increasingly rougher terrains. Stick toward the center to achieve top speeds; that's also where most of the Coins are, too.***



## Points of Interest

**1** **Mice:** It's not surprising to find Mice in a place called Cheese Land, but it is sort of surprising that they're as big as your average kart racer. Hitting (or being hit by) a Mouse spins your kart out of control and costs you a few Coins. Press Ⓑ immediately after hitting one to prevent the spin and loss of cash.

**2** **Jump the Gap:** Cheese Land has two big jumps preceded by wide Speed Strips, just like Riverside Park's high-velocity jump. Handle them the same way you do in Riverside Park: head straight into the Speed Strips with the pedal to the metal. Mind the sharp turn after the first one, and also the Mice lurking about.

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# BOWSER CASTLE 2

# TRACK FACTS

## Overview

Bowser's Castle is even less inviting at the end of the Flower Cup than it was at the end of the Mushroom Cup. To make it through and take home the Gold Trophy, you must dodge Thwomps, Podoboos, and large holes in the track that exist only to send you to a fiery demise should you fall into them.

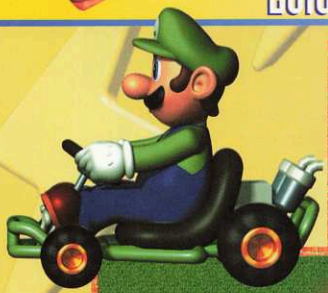
## Points of Interest

1. **Thwomp:** Once again, everyone's favorite kart-pulpers are on the stomp in three areas around the course. As before, either drive out of their way (sticking to the outside wall to avoid the first two and the center to avoid the last two), or drive under them as they rise into the air.

2. **Rough Terrain:** At two points on the course, the track changes from stone to a metal grate over lava. There's no way to avoid this rough terrain, which slows you down, but there are Speed Strips along either side that help make up for the bumpy surface.

3. **Podoboos:** It wouldn't be Bowser's lava-filled castle without a few Podoboos trying to ruin your day. Fortunately, they're fairly easy to avoid: don't take any jumps along the course, and you won't be in danger of passing over the gaps from where the Podoboos pop up.

# LUIGI CIRCUIT



**Map Legend**

- Race Direction
- Item Box (7)
- Coin (50)

# TRACK FACTS

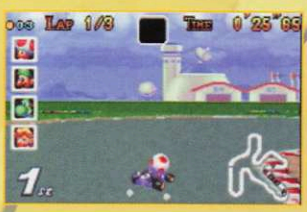
## Overview

Like the Peach and Mario Circuits, Luigi Circuit is a course with a paved track and grassy terrain surrounding it. However—perhaps thanks to the younger Mario brother's rotten luck—it's always raining on Luigi Circuit, and treacherous puddles dot the track. And doesn't it just figure that they would be placed just before and after the many hairpin turns along the course? Your Power-Slide Drift is your best friend on this course, because you can't afford to sacrifice speed for control, and you definitely need precise control here.

## Points of Interest

1. **Puddles:** Think of the 14 puddles along the course as bananas that don't disappear when you hit them. Driving over a puddle causes your kart to spin out of control and costs you a couple of Coins. To avoid this sad fate, press Ⓑ immediately if you run over a puddle. Your kart racer will whistle a musical note of relief, and your Coins and kart control will remain intact.

2. **Hairpin Turns:** Just about every corner in Luigi Circuit is sharper than 90 degrees, and if you've got a speedy racer, or you're racing in the 100 or 150 cc Engine Classes, control is going to be a big problem. Make good use of your Power-Slide Drift (R+← or R+→), and remember that you're only power-sliding when you're holding down *both* R and ← or →. Begin your Power-Slide Drift about halfway through the turn and stop it once you're facing the next straightaway. Getting used to the timing takes a little while, but with practice, you'll tear up the track.



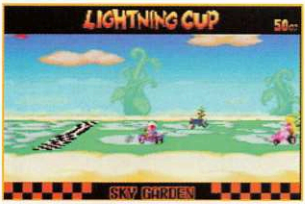
# SKY GARDEN

**Map Legend**

- Race Direction
- Jump
- Item Box (7)
- Coin (50)

# TRACK FACTS

## Overview



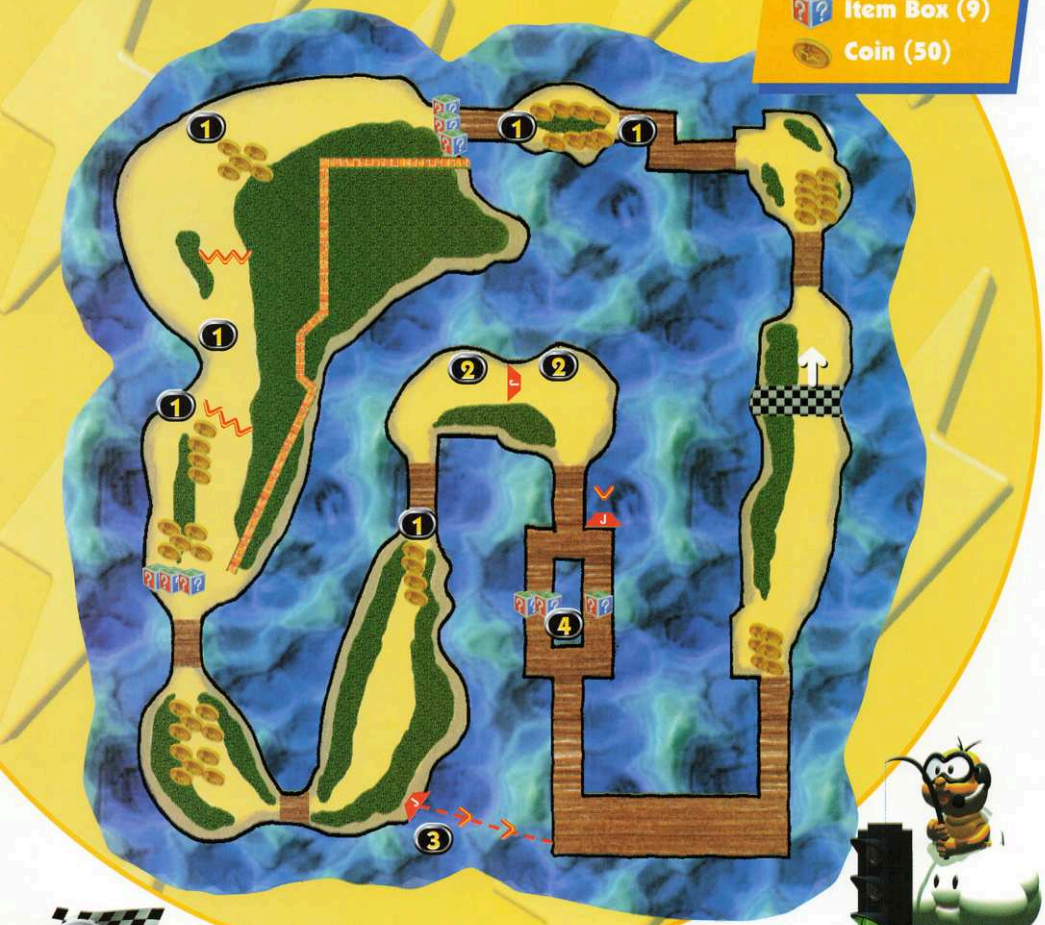
Sky Garden is a slightly unnerving, high-speed romp along an ethereal track suspended high in the air. There aren't nearly as many teeth-grinding turns as in Luigi Circuit, but the lack of guardrails along most of the track makes the sharp corners that do exist much more dangerous. To rack up Coins in this course, stick to the sides of the track, but be careful not to fall off—or get pushed off—the edge.

## Points of Interest

1. **Mind the Gaps:** There are two jumps in Sky Garden; one just past the start/finish line and one in the middle of the straightaway along the left side of the course. Clearing the first one is fairly simple: just make sure you're traveling near your top normal speed when you hit it. The second one is a little tougher; you must be racing in one of the higher Engine Classes and/or possess a Mushroom. Follow the line of Coins leading up to the jump while moving as fast as you possibly can, and you'll be rewarded with a successful jump that shaves the following hairpin and a few seconds off of your lap time.

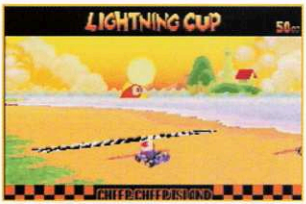
2. **Rough Terrain:** The two areas of tangled vines at the bottom of the left side of the course and following the hairpin turn are patches of rough terrain that will slow your kart. There are no Speed Strips to get you through them; you'll just have to plow on through.

# CHEEP-CHEEP ISLAND



# TRACK FACTS

## Overview



This course gets its name from the enormous Cheep-Cheep Fish that periodically jump up out of the water in the background. Although this is another land and water level, it's fairly easy to avoid falling into the wet abyss. However, the land is filled with patches of rough grass that slow you down, so stick to the sand.

## Points of Interest

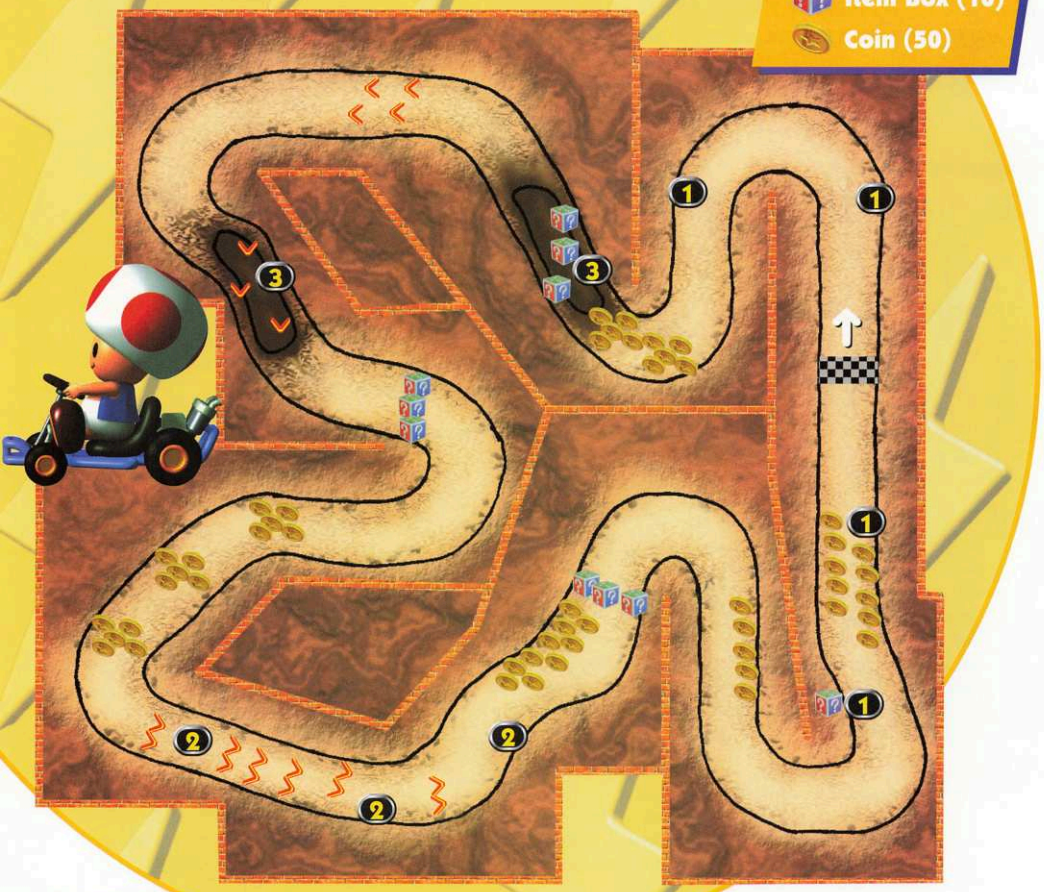
1. **Crabs:** Cheep-Cheep Island, like Shy Guy Beach, has a handful of clawed critters prowling the course. Should you hit or be hit by one, you'll spin out of control and lose a couple of Coins, unless you press Ⓑ as soon as it happens.

2. **Little Birdies:** The little white birds on Cheep-Cheep Island don't do anything except sit there and look cute. If you hit one, it flies up and lands once you've passed underneath it.

3. **Shortcut:** This is the biggest and baddest shortcut up until this point in *Mario Kart: Super Circuit*. After rounding the lower left corner of the track, keep going straight and hit a jump that launches you onto two Speed Strips. If you can keep your wheels above water as you cross the Speed Strips, you'll skip a huge section of the course. However, this trick is *extremely* difficult to pull off; you must race the track in the 150 cc Engine Class and be in perfect position to land on the Strips. Using a Mushroom just before the jump doesn't hurt either, nor does having as many Coins as you can carry to boost your top speed.

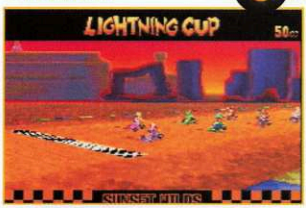
4. **No Swimming!:** To avoid the pool of water in the middle of the straightaway 3/4 through the course, stay to the left as you approach the pool, drive through the shallow water onto the Speed Strip, and use the jump that follows to launch yourself onto safe solid ground to the left of the pool.

# SUNSET WILDS



# TRACK FACTS

## Overview



The aptly named Sunset Wilds is a desert course in which the sky turns from day to night as you complete each lap. There are about a half dozen sharp corners that demand Power-Slide Drifts to negotiate them at high speeds, but there are also several straightaways and plenty of Speed Strips to help you rebuild that speed.

### Points of Interest

1. **Rock:** In certain spots, boulders sit on the sides of the track, waiting for someone to run into them. If you hit one, you come to a very abrupt stop, but you don't lose any Coins.

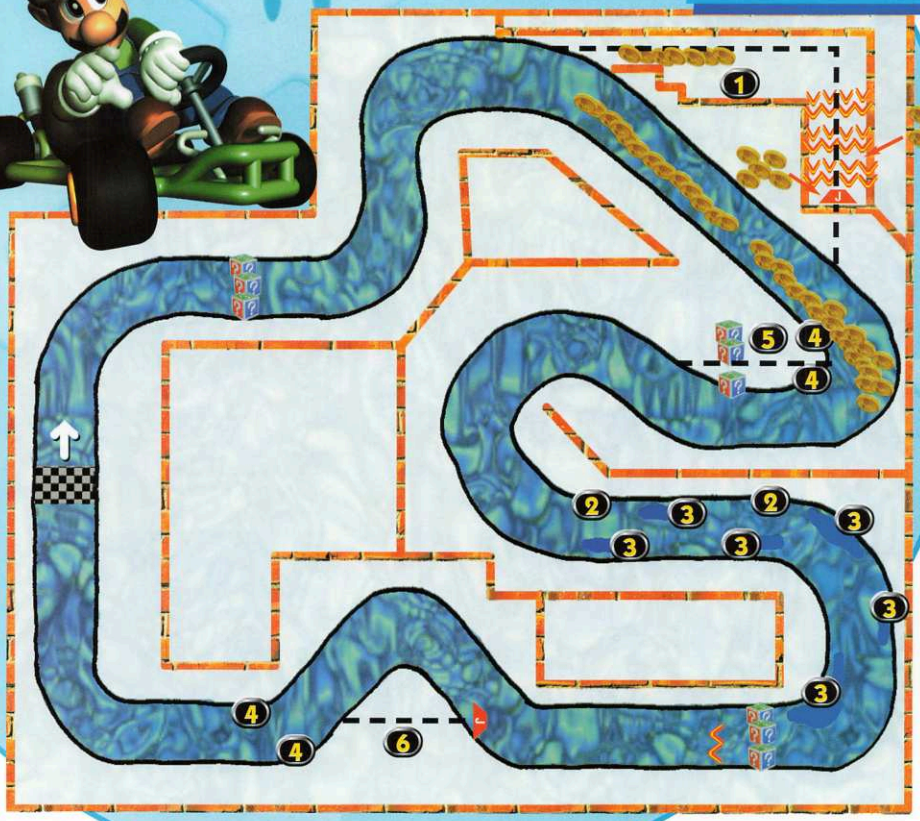
2. **Shy Guy Tent:** Spaced between the Speed Strips at the bottom of the course are six Shy Guy Tents. Running into one causes a Shy Guy to leap out, attach itself to your back, and steal a bunch of your Coins before leaving. Hitting the Speed Strips and not the tents that follow is very tricky, so be aware that your short burst of speed might cost you a fair number of Coins.

3. **Mud:** The two patches of mud in the first half of the course will slow you down, just like any other rough terrain. Because there are six other Item Boxes around the course, you might want to skip the ones in the first mud patch. The Speed Strips in the second make up for the slowdown you suffer to get to them.

# SNOW LAND

**Map Legend**

- Race Direction
- Jump
- Speed Strip
- Item Box (9)
- Coin (50)



# TRACK FACTS

## Overview

Snow Land is a winter wonderland, and just like Christmas, it has several surprises waiting to be unwrapped. It's slick with icy patches and riddled with gaps in the frozen surface that send the unwary kart racer into icy pools. Most of the truly treacherous parts are at the beginning of the second half of the course; the rest of the track isn't so bad.

## Points of Interest

1. **Secret Coin Stash:** Keep heading straight as the track curves around the middle of the top of the course. You'll reach a hidden area with 17 Coins and a bunch of Speed Strips that propel you back onto the track just past the huge line of Coins that you can pick up on your next time around the track.

2. **Penguins:** They might be Antarctic birds, but the Penguins in *Mario Kart: Super Circuit* have a lot in common with Mice and Crabs. If you hit them, they send you spinning and cost you a couple of Coins. Unless you press Ⓑ immediately, of course.

3. **Water:** At the beginning of the second half of the course are several dark water holes of various sizes. If you fall into one, it's the same as falling into any body of deep water: Lakitu fishes you out and charges you a few Coins as your opponents race by.

4. **Ice Patch:** Whether or not you spin out on an Ice Patch depends on your speed. Drive slowly and you'll have less chance of spinning out; speed, and you could spin out even if you're driving in a straight line!

5. **Shortcut #1:** Following the huge line of Coins in the upper left corner of the course is a short patch of snow that cuts off the corner and leads into a row of three Item Boxes; save time and pick up an Item by taking that path.

6. **Shortcut #2:** If you hit the Speed Strip in the bottom right corner of the course and keep heading straight, you can soar off of a jump and avoid the last corner before the 90-degree turn that leads to the start/finish line.

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# RIBBON ROAD

**Map Legend**

- Race Direction
- Jump
- Speed Strip
- Item Box (8)
- Coin (50)

# TRACK FACTS

## Overview

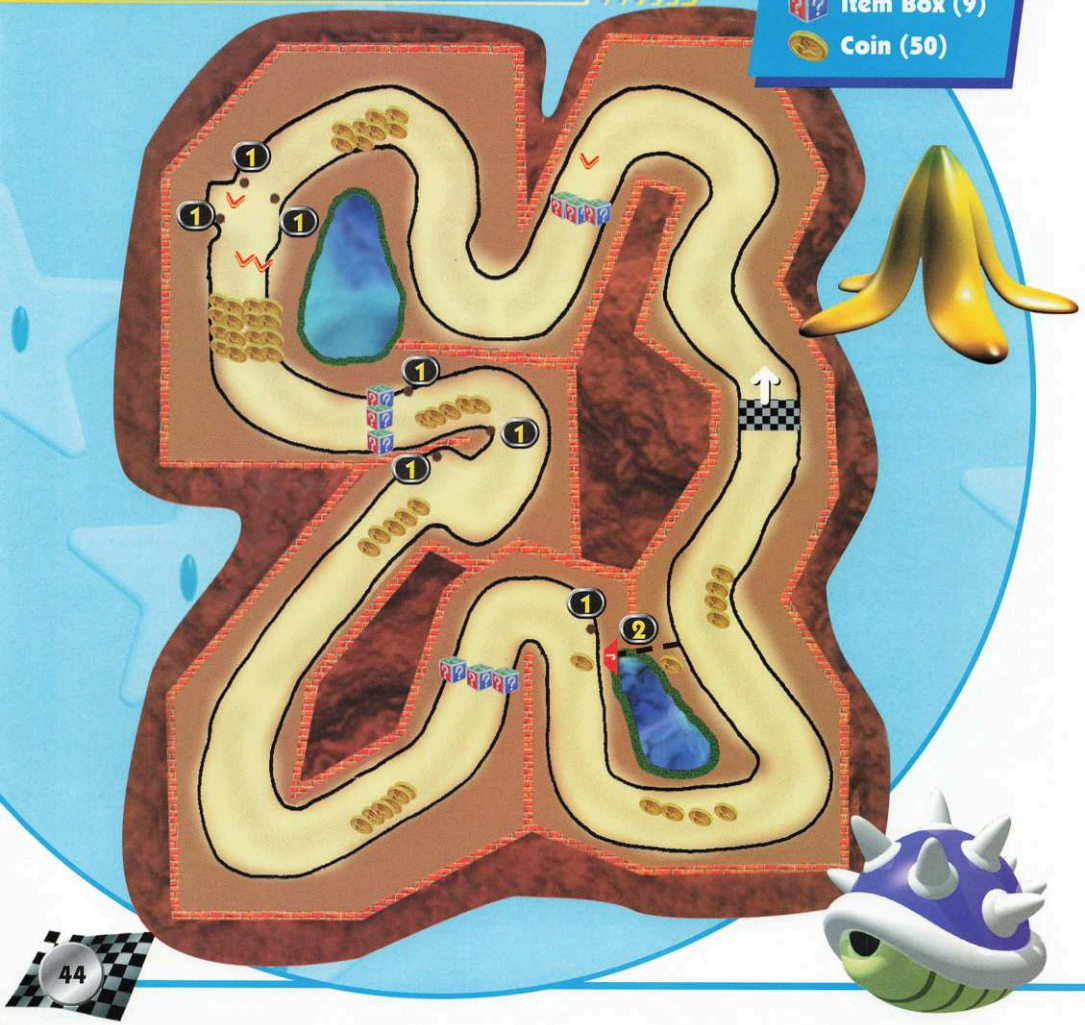
We're not sure if this course is called Ribbon Road because of all of the wrapped presents along the side of the track or because it twists and turns like an especially fancy bow. What we do know, however, is that this is an extremely fast track, with Speed Strips just about everywhere and two big jumps like the ones in Cheese Land. You should Power-Slide Drift around many of the corners (such as the one just before the first big jump), but there are also several long straightaways for you to cut loose on.

## Points of Interest

1. **Jump the Gap:** Immediately after the start/finish line is a jump with Speed Strips in front of it. As in Cheese Land, you must hit the Strips and jump head on to clear the gap, and then you must take two tight left turns and repeat the trick to jump the second gap. If you fail to clear either, you must circle around the corners and try again. Stay to the sides of the track to pick up the Coins before each jump, but make sure you're not aiming toward a wall when you hit the Speed Strip, or you'll be sorry.

2. **Coins:** Most of the Coins on Ribbon Road are arranged in lines; position your kart carefully to grab them. The best way to get as many as possible is to stick to one side of the track on your first lap, then stick to the other side on your second lap. Because most of the Coins are on the sides, you should come up with quite a haul by the end of your third lap.

# YOSHI DESERT



## TRACK FACTS
### Overview

This desert course is the track that Yoshi calls home. It's easy to see why: with a number of tight turns, it definitely favors the more maneuverable, Lightweight racers. But with nine Item Boxes scattered around the track, even the Heavyweights have a decent chance to take first place.

### Points of Interest

1. **Piranha Plants:** The Piranha Plant is the most feared flora in the Mushroom Kingdom, and it just wouldn't be a Mario game if they didn't poke their toothy green heads up somewhere. Seven Piranha Plants lie under soft sand along the course, waiting for an unwary racer to drive his or her kart over their resting places. Once they do, the Plant pops up, takes the kart in its teeth, and gives it a good shake before dropping it. You don't lose any Coins, but you do lose time.

2. **Shortcut:** A word to the wary—this one's very tricky. To the right of the seventh Piranha Plant is a Coin, with a jump just beyond it in the sand. If you're traveling very, very fast, you can hop over the sandy expanse and avoid a huge chunk of the course. Players racing the 50 cc Engine Class can all but give up hope on this one, unless they have Mushrooms, a bunch of Coins, and amazing skill. And this should go without saying: don't land in the Piranha Plant's sand trap.

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# BOWSER CASTLE 3

**Map Legend**

- Race Direction
- Jump
- Item Box (5)
- Coin (50)

## TRACK FACTS

### Overview

Bowser's third castle is his most challenging. Fortunately, it's also his last, as far as the initially playable courses go. Once again, you'll have your hands full dodging Thwomps and Podoboos, avoiding lava pits and rough terrain, and collecting every last Coin you can to boost that top speed.

### Points of Interest

1. **Rough Terrain:** There are two types of less-than-perfect track surface in Bowser Castle 3. The first is made of a gray stone that's slightly darker than that of the normal track. The second is a steel grate suspended above the fiery lava. Both will slow you down, though you can avoid the patches of darker stone.

2. **Thwomps:** These blockheads still haven't left the castle, and they're still indifferent to kart racers who push their luck. If you're under a Thwomp when it lands, you lose some Coins and get flattened for a couple of seconds, giving your opponents a chance to catch up or increase their leads.

3. **Podoboos:** This course doesn't have as many Podoboos as the previous Bowser Castles, but the Podoboos still stun any kart they hit and cost the driver a couple of Coins. Avoid them by staying in the middle of the long steel grate after the Thwomps and the patch of 18 Coins.

# LAKESIDE PARK

# TRACK FACTS

## Overview

**TIP**

***Unlock the Special Cup for a particular Engine Class by winning Gold Trophies in the Mushroom, Flower, Lightning, and Star Cups (the initially-available courses) with the same Engine Class.***

The Special Cup's first course, Lakeside Park, has some spots where you must make several tight turns one right after the other. When taking these turns (such as the four 90-degree turns just past the start/finish line), try to "smooth" them out as much as possible and keep to the inside of each turn. Your Power-Slide Drift is your best tool for dealing with Lakeside Park's sharp corners.

## Points of Interest

1. **Lava Boulders:** Halfway around the course, you come to a short straightaway with a row of seven Coins along the left side and scorching lava boulders raining down onto the track from the volcano in the distance. If a lava boulder hits you, you lose a couple of Coins and spin out.

2. **Jump the Track:** In the track's bottom right corner is yet another "jump over the track" scenario—a wide Speed Strip leading up to a jump that will (hopefully) send you over the part of the track you just came from and allow you to continue on your lap. Hit it straight on at maximum acceleration, and you'll have no trouble.

3. **Backtrack Jump:** The evil opposite of a track jump, this jump sends you back to the end of the lava boulder straightaway if you hit it. If you take the corner before the track jump too wide, you'll hit it; trying to drive over the Speed Strip just before the track jump can also put you in danger of taking this nasty jump and having to drive all the way back around.

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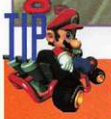
# BROKEN PIER

Map Legend
Race Direction
Jump
Speed Strip
Item Box (9)
Coin (50)
5
4
3
4
1
6
4
4
(5)
4
2
4
4

# TRACK FACTS

## Overview



**TIP**

***Unlock the Special Cup for a particular Engine Class by winning Gold Trophies in the Mushroom, Flower, Lightning, and Star Cups (the initially-available courses) with the same Engine Class.***

Broken Pier is another of Boo's favorite haunts, but this time he doesn't just sit back and watch you zip past. The course is filled with hidden rickety bridges. Knowing when and how to hit them can save you much time. The jumps before most corners (especially around the track's bottom right) will help you round off the turns if you hit them properly. And, as with other Boo tracks, the guardrail blocks alongside the track will disappear if you hit them once, leaving a gap to fall through.

## Points of Interest

1. **Shortcut #1:** The jump after the second row of three Item Boxes will send you leaping across the void and (if all goes well) onto the track on the other side, cutting out a small portion of the course. You must be going *really* fast to hit it; this is a shortcut for the higher Engine Classes, and even then you'll probably need a Mushroom to pull it off.

2. **Shortcut #2:** This is one of the four hidden bridges on Broken Pier that are usually shrouded in darkness, only occasionally illuminated in the dim light. If you don't see the bridge, you can either wait until the light hits it or take a leap of faith and drive off of the edge of the track. Shortcut #2 cuts out the first U-turn along the bottom of the screen, but be careful: Boos are on either side of it and will steal 5 Coins each if you let them get too close.

3. **Shortcut #3:** The second of four hidden bridges, this shortcut saves you from having to make the long turn before the third row of three Item Boxes.

4. **Boos:** The Boos in Broken Pier chase you if you pass underneath them. When they catch up to you, they float around your kart, distracting you as they steal five Coins. Fortunately, each one disappears after it gets your Coins, but it's better to avoid them altogether.

5. **Shortcut #4:** Another floating hidden bridge, this one cuts out the curve along the top of the course, turning that stretch of track into a long straightaway.

6. **Shortcut #5:** This hidden bridge is another small shortcut in the game. You'll want to line your kart up carefully before driving across it. It's very narrow, has no guardrails, and is often almost invisible. The risk may not be worth it since it runs parallel to another, safer bridge.



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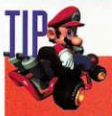
# BOWSER CASTLE 4

**Map Legend**

- Race Direction
- Jump
- Speed Strip
- Item Box (9)
- Coin (50)

## TRACK FACTS
### Overview



**TIP**

***Unlock the Special Cup for a particular Engine Class by winning Gold Trophies in the Mushroom, Flower, Lightning, and Star Cups (the initially-available courses) with the same Engine Class.***

Bowser Castle 4 is as challenging as the first three put together. Not only must you reckon with the Podoboos, Thwomps, and spots of rough terrain, the mallet-wielding Koopas known as the Hammer Bros. also show up to make your life miserable. And with Speed Strips placed at the beginning of short straight-aways and a track jump to negotiate, you'll have your hands (or paws) full.

### Points of Interest

1. **Rough Terrain:** As with every previous Bowser Castle, this course has patches of rough terrain in the forms of dark gray stone and metal grates over lava. Sometimes it's in patches, which you can avoid. Sometimes it runs the width of the track, which you can't avoid. Hit Speed Strips if they are available in order to thrust through; otherwise, just keep plodding along.

2. **Podoboos:** The Podoboos in Bowser Castle 4 behave like any other Podoboos you've seen. Don't hit them, or you'll lose a couple of Coins and spin out.

3. **Thwomps:** The Thwomps along this course still jump up and down, and they'll squash you flat if you're under them when they land, but they also move horizontally, so be careful.

4. **Hammer Bros.:** Bowser's loyal minions pace along the track and have the same effect on your kart as Crabs and Penguins if you hit them: you lose a couple of Coins and spin out. Press Ⓑ to escape the spin and keep your Coins.

5. **Jump the Track:** Approximately 2/3 of the way through the course is another track jump. For best results, stick to the short jumps on the right side of the track as you near it and hit the Speed Strips before the jump at full steam.

# RAINBOW ROAD

**Map Legend**

- Race Direction
- Jump
- Speed Strip
- Item Box (10)
- Coin (50)

## TRACK FACTS
### Overview

**TIP**

***Unlock the Special Cup for a particular Engine Class by winning Gold Trophies in the Mushroom, Flower, Lightning, and Star Cups (the initially-available courses) with the same Engine Class.***

Get ready for a psychedelic trip to the end of the Special Cup. Rainbow Road is, literally, a course paved with just about every color of the rainbow, with several Speed Strips and jumps for course borders along just about the entire track. Speedy karts can cut corners by flying off of the jump borders and landing safely on the other side of the gap, but karts in the lower Engine Classes run the risk of leaping off of the track.

### Points of Interest

1. **Thunder Clouds:** These fluffy little guys flash lightning bolts every so often, and if you're driving underneath one when the lightning strikes, you'll lose a couple of Coins and shrink to half size temporarily, just as you would if a rival used the Lightning item.

2. **Falling Stars:** After the course's first U-turn there is an area where stars fall from the sky onto the track. Unlike the Star item, these stars don't make you invincible—they spin you out and cost you a couple of Coins if you hit them. Stick toward the middle of the track.

3. **Shortcut:** After rounding the upper right corner, a fast kart can stay toward the track's left side and jump off the jump border onto a narrow vertical straightaway with five Speed Strips and three Coins. Though this will save you a few seconds, you do miss the chance for eight other Coins along the main track that runs parallel to it.

4. **Jump the Gap:** There are two gaps in the track along the bottom of the course. A Speed Strip and a jump precede each one. Just hit the Speed Strip straight on and use the jump to propel yourself across the gap.



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# MARIO CIRCUIT 1

**Map Legend**

- Race Direction
- Item Box (4)
- Coin (50)

## TRACK FACTS

### Overview

**TIP**

***Unlock the Extra Mushroom Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Mushroom Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Don't let the fact that Mario Circuit 1 was a locked course intimidate you. This short, well-paved, asphalt track is a walk—or, rather, drive—in the park. With long straightaways and gentle curves, you should be able to race almost all of the way around with the pedal to the metal (or thumb to the accelerator, if you want to get technical). Bordering the track are very forgiving fields of grass that will only slow you down if you drive on them.

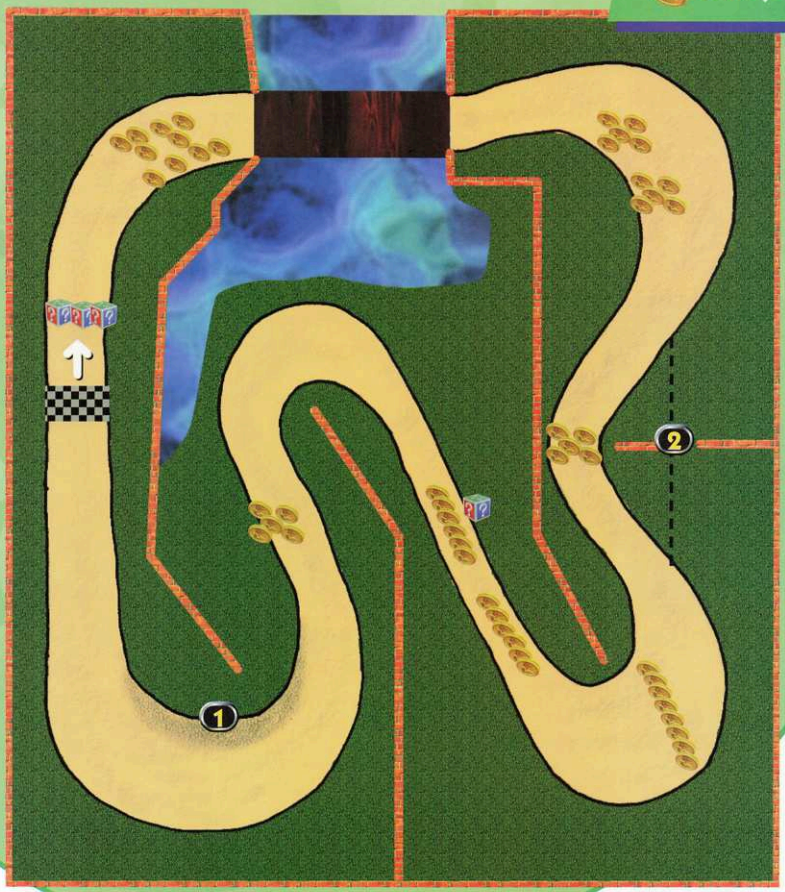
### Point of Interest

1. **Off-Road Item Box:** Should you stray from the straight and narrow of the paved track, just before the last turn before the start/finish line you'll find an Item Box floating in the rougher terrain. Off-track slowdowns affect Heavyweight racers much more, so they might want to skip this Item Box and focus on coming in first, but if you're racing as Toad, Peach, or Yoshi, there's no reason to pass it up.

# DONUT PLAINS 1

**Map Legend**

- Race Direction
- Item Box (4)
- Coin (50)



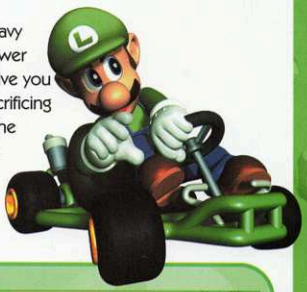
## TRACK FACTS

### Overview

**TIP**

***Unlock the Extra Mushroom Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Mushroom Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

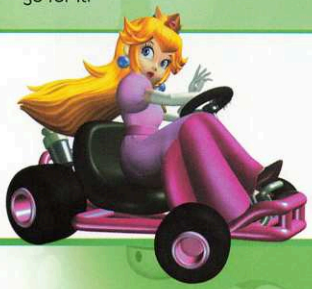
The Donut Plains courses are all characterized by wavy tracks that get wider around the corners and narrower along the straightaways. The turns, although long, give you ample track space for taking them wide without sacrificing much speed. However, try to stay to the inside of the turns as usual, except for the last corner before the start/finish line (see "Rough Terrain" in this section for why).



### Points of Interest

1. **Rough Terrain:** Along the inside of the last turn before the start/finish line is a patch of bumpy ground that's difficult to see. Driving across this is the same as driving across any other rough terrain and will slow you down. Although you usually want to cut corners as close as possible, take this corner wide to avoid losing speed so close to the finish line.

2. **Shortcut:** If you're in the mood for some off-road antics, keep heading straight after taking the corner in the upper right of the course. You can head straight through a hole in the wall and drive across the grass until you come to another hole in the wall that lets you back onto the track. Heavyweight racers might slow down too much to make this worthwhile, but Lightweight racers (especially those with Mushrooms) should go for it.



# GHOST VALLEY 1

**Map Legend**

- Race Direction
- Jump
- Item Box (5)
- Coin (50)

## TRACK FACTS

### Overview

**TIP**

***Unlock the Extra Mushroom Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Mushroom Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Ghost Valley 1 is similar to Broken Pier, only much simpler with no hidden bridges and (fortunately) no Boos. If you take the shortcut properly (see "Shortcut" in the Points of Interest section), you'll essentially be racing a rectangular course, with only four 90-degree corners to worry about. As with the other "haunted" courses, all of the guardrail blocks on Ghost Valley 1 are destructible—if you hit one, it will disappear, leaving a gap for the unwary racer to fall through.

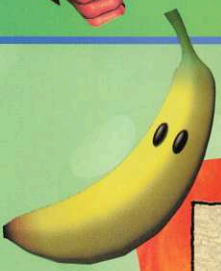
### Points of Interest

1. **Rough Terrain:** The only slow spot on the entire course comes in the middle of the top section where the track surface changes from stone to wood. On the track's left side is a short patch of darker rough terrain. Heavyweight racers should turn slightly to avoid it, but Lightweight racers can blast right through, making the entire top part of the course one long straightaway.

2. **Jump the Gap:** After rounding the lower left corner, you must jump a gap in the track. The jump is there; just hit it at a good speed. Stay to the track's left side to get yourself into good position for taking the shortcut that immediately follows.

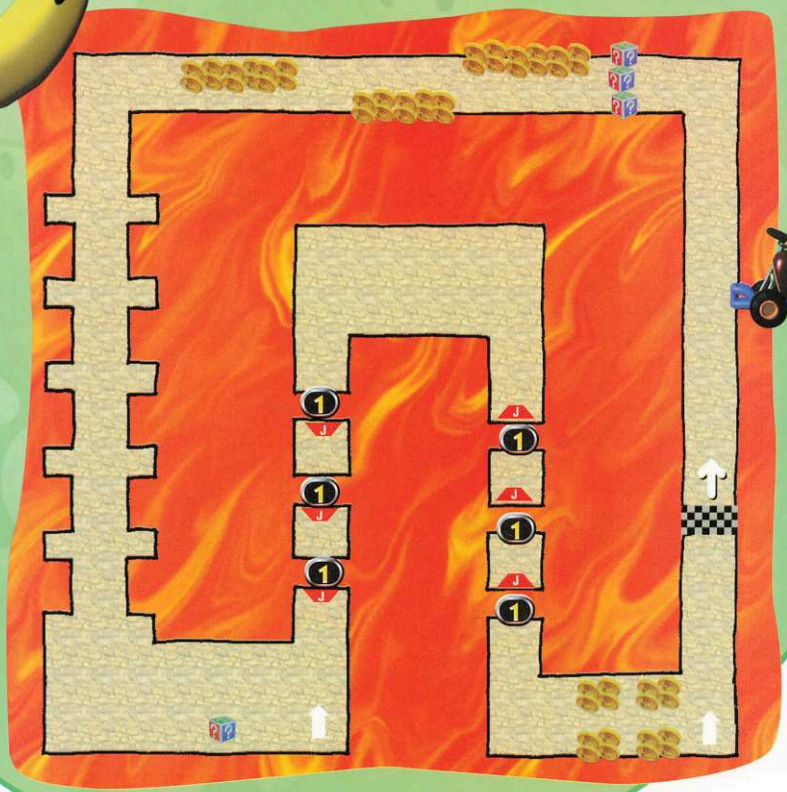
3. **Shortcut:** Karts racing in the higher Engine Classes (or those with Mushrooms) can keep to the track's left side after Jumping the Gap and hop the short distance between the end of the track and the narrow path that juts out on the other side. Because there is no jump, you must use R to hop the gap.

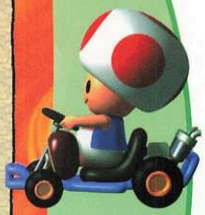
# BOWSER CASTLE 1



**Map Legend**

- Race Direction
- Jump
- Item Box (4)
- Coin (50)





## TRACK FACTS

### Overview

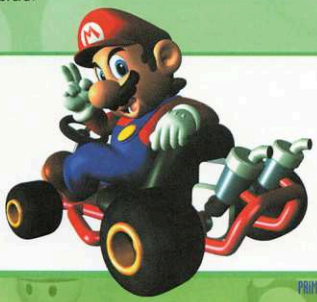
**TIP**

***Unlock the Extra Mushroom Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Mushroom Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

This course shares the name of the one from the original Mushroom Cup, but it's a different track. Like Ghost Valley 1, Bowser Castle 1 is, for the most part, a completely rectangular track. All of the corners are 90 degrees, so you should be able to race around the course at high speeds. As a welcome relief, no Thwomps, Podoboos, patches of rough terrain, or Hammer Bros. get in your way. To collect the maximum number of Coins, stay toward the inside of the track for the first lap and the outside for the second.

### Point of Interest

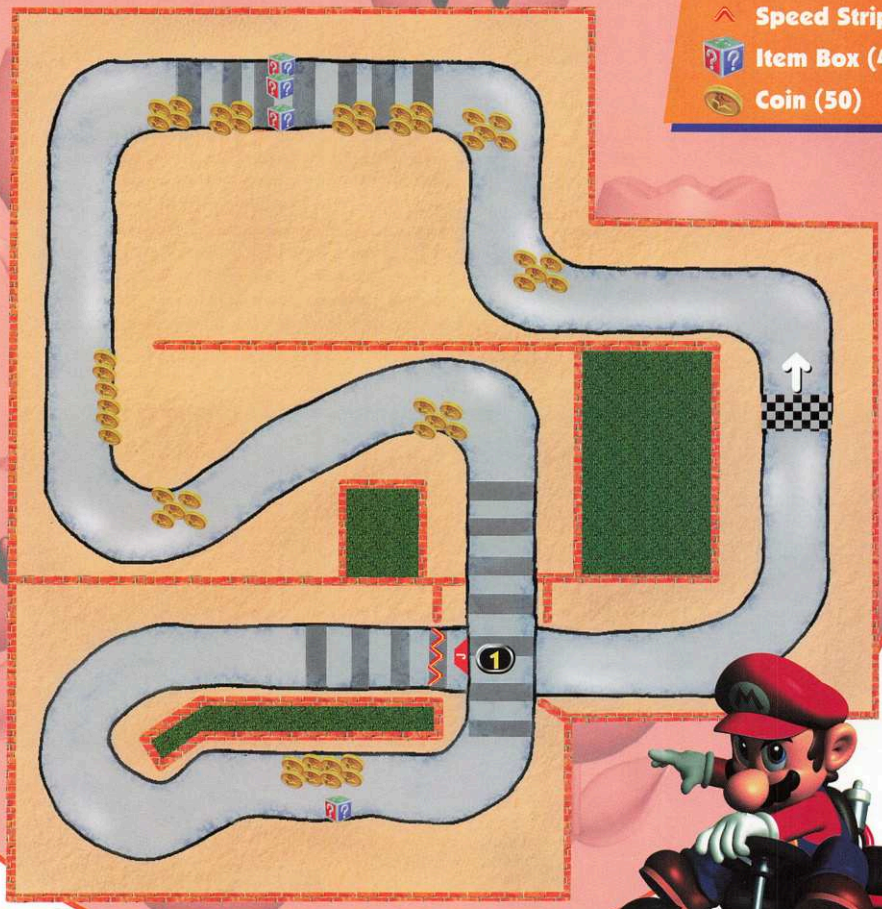
1. **Jump the Gaps:** After rounding the corner in the course's lower left part, you must jump three gaps, hang a wide U-turn, and then jump three more. The gaps are all quite narrow, and there is a jump before each, so you shouldn't have trouble getting over all six. Make sure you're heading straight when you take the jumps, or you might not land safely on the other side.



# MARIO CIRCUIT 2

**Map Legend**

- Race Direction
- Jump
- Speed Strip
- Item Box (4)
- Coin (50)



## TRACK FACTS

### Overview

**TIP**

***Unlock the Extra Flower Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Flower Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Mario Circuit 2 is another fairly simple asphalt course bordered by grass that will only slow you down should you leave the track. The course is a little trickier than the first Mario Circuit, with a couple of tight corners and a track jump area, but it also has some fairly decent straightaways that let you build up considerable speed. To collect the maximum number of Coins, stay tight around the corners and stick to the inside of the track as much as possible.

### Point of Interest

1. **Jump the Track:** As you've done so many times before, you must hit a Speed Strip before a jump that will propel you over a section of the track near the end of the course. The corner before the track jump section is pretty tight and long, but you do have the opportunity to build speed on the straight-away that follows it before you have to hit the jump. Just race straight toward the Speed Strips and jump, and you'll have absolutely no trouble completing the leap.

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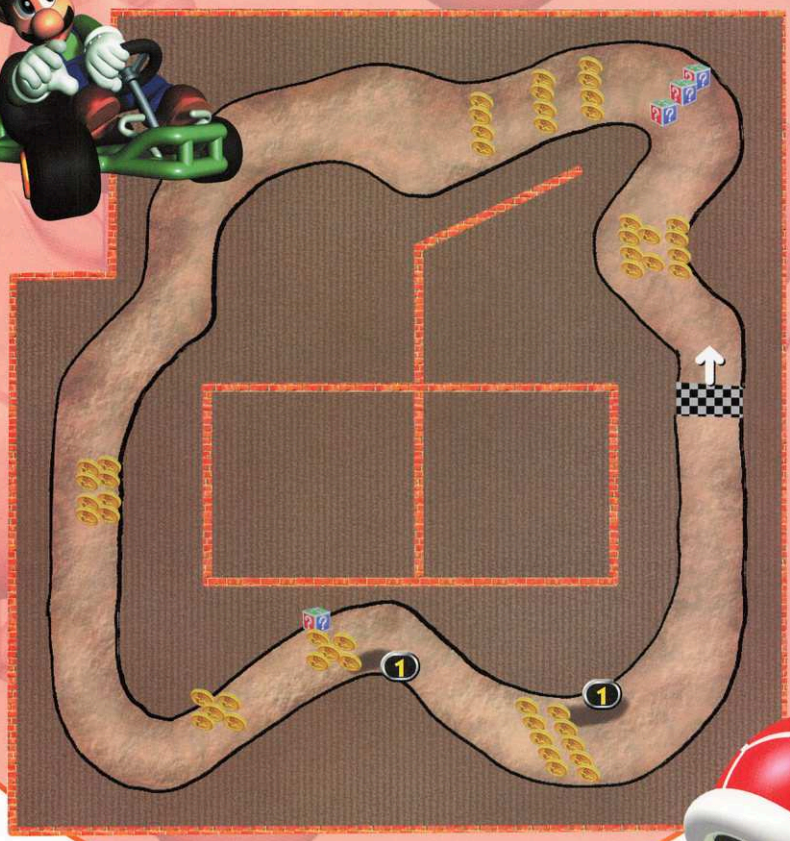
# CHOCO ISLAND 1

**Map Legend**

- Race Direction
- Item Box (4)
- Coin (50)



# TRACK FACTS

## Overview

**TIP**

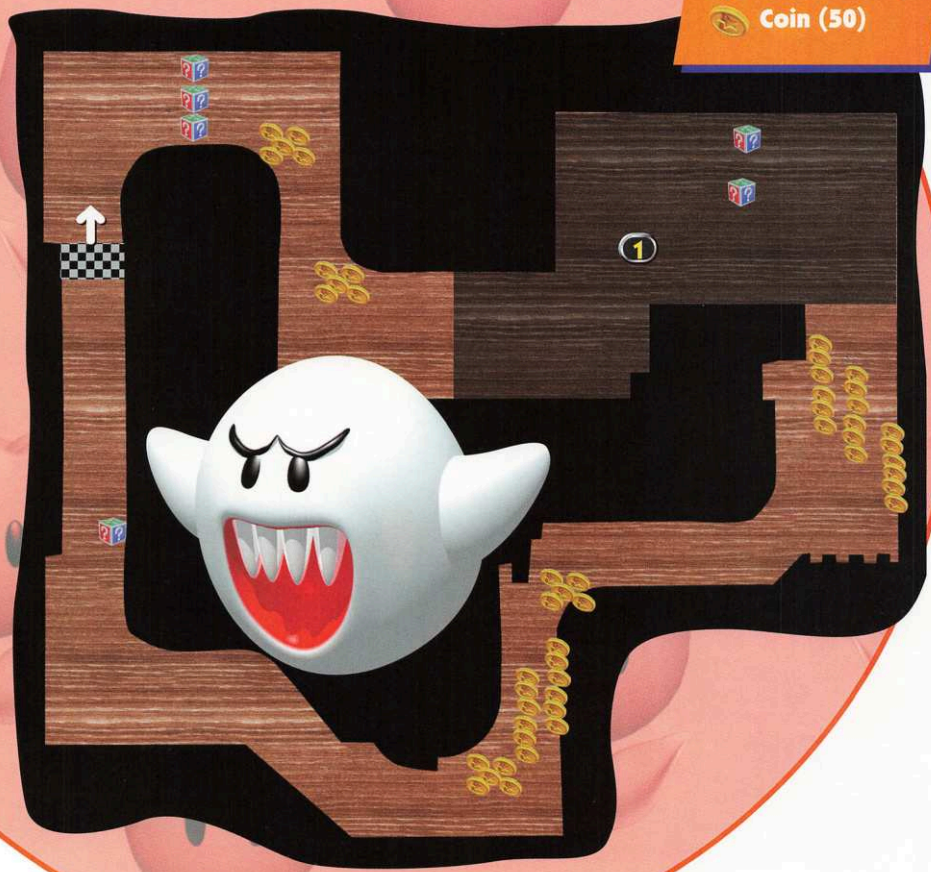
***Unlock the Extra Flower Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Flower Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Choco Island 1 is the same color as delicious milk chocolate, and its gentle curves are almost as smooth. Apart from a couple of areas of rough terrain, the only thing you must worry about are the slick, dark brown surfaces off of the track; instead of just slowing you down if you drive across them, they make you spin out if you go too fast and try to turn. To get the most Coins on Choco Island 1, stay toward the middle of the track until you reach the lower left corner, when you should move left to the inside of the track.

## Point of Interest

1. **Rough Terrain:** On the inside of the curves along the bottom part of the track are two areas of dark brown terrain. If you try to drive in circles while you're passing through them, you go into a spin. To avoid them, stay toward the middle or outside of the curves. If you do hit them, avoid turning if you can. If you absolutely must turn, tap ← or →; don't hold the + Control Pad down.

# GHOST VALLEY 2



## TRACK FACTS
### Overview

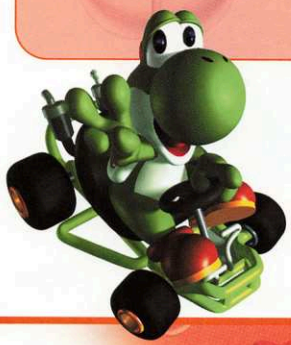
**TIP**

***Unlock the Extra Flower Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Flower Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class..***

Ghost Valley 2 is the same sort of course as the first Ghost Valley: a gray stone track with a wooden area of rough terrain bordered by guardrail blocks that disappear if you hit them. It is also one of the first clockwise tracks among the Extra Cups, which might be a little disorienting if you're used to making a lot of left turns. To get the maximum number of Coins in Ghost Valley 2, stick to the inside of the corners on your first lap and gradually move to the outside of the corners on your second and third laps. Although that's not the most efficient way to race the track, the Coins you collect will boost your top speed to compensate for the lack of efficiency.

### Point of Interest

1. **Rough Terrain:** The upper right corner of the course is all rough, wooden terrain that will slow you down when you drive across it. There is no way to avoid it, but you should spend as little time as possible in it. If you stay to the left side of the track heading into it and go straight, skipping the Item Boxes farther to the left, your speedometer will thank you for it.



# DONUT PLAINS 2

**Map Legend**

- Race Direction
- Item Box (4)
- Coin (50)

# TRACK FACTS

## Overview

**TIP**

***Unlock the Extra Flower Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Flower Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

As in Donut Plains 1, this one is a wavy course with wide corners and narrow straightaways. And, as in the first one, it has a patch of rough terrain just before the start/finish line that you should avoid. This course is a little trickier than Donut Plains 1, with tighter corners and fewer opportunities to race at top speed, but it shouldn't be too much of a challenge. To collect the maximum number of Coins, stick to the inside of every corner except the last one before the start/finish line.

## Point of Interest

1. **Rough Terrain:** Starting just before the last corner before the start/finish line is a hard-to-see area of rough terrain on the inside of that corner. To avoid this rough spot and keep your speed up, stay tight on the second-to-last corner and stick like glue to the track's right side as you approach the last corner. Although wide turns are usually bad for your lap time, driving through this bumpy surface is much worse, especially if you're playing as one of the Heavyweight racers.

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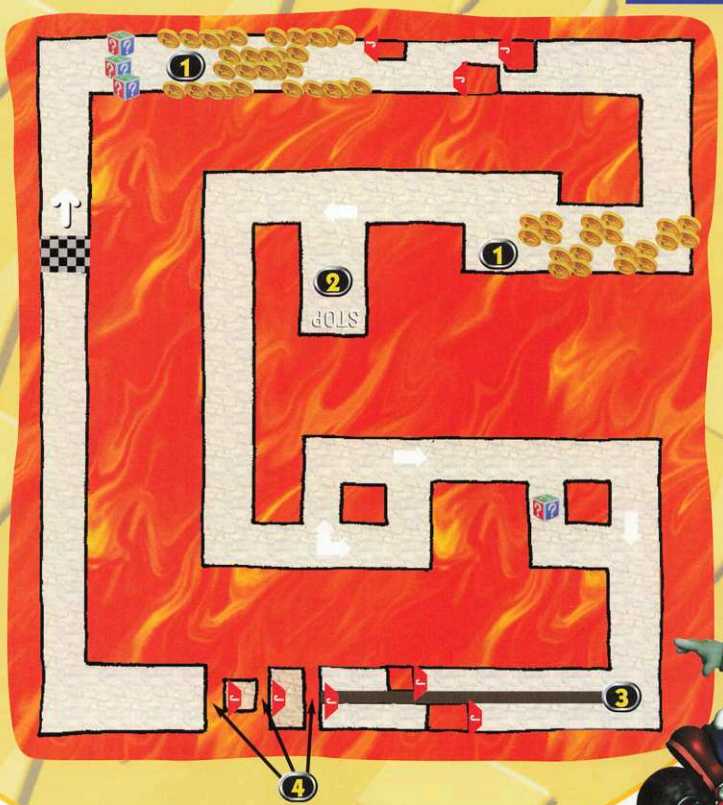
# BOWSER CASTLE 2

**Map Legend**

- Race Direction
- Jump
- Item Box (4)
- Coin (50)



# TRACK FACTS

## Overview

**TIP**

***Unlock the Extra Lightning Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Lightning Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Bowser Castle 2 isn't that difficult of a course, but it does have a couple of points where a careless racer could run into trouble by turning where he or she shouldn't. Be sure you're paying careful attention to where you are and where you're going. And unlike the Bowser Castles from the initially playable tracks, there are no Podoboos or Thwomps to make your life miserable.

## Points of Interest

1. **Rough Terrain:** The track surface under the second patch of Coins in the top right corner of the course is a light yellow sand that slows you down if you drive over it. For one of your laps, you should drive through it just to get the Coins, but try to get most or all of them in that lap, because you'll want to avoid the sand for the other laps.

2. **Stop!:** Right after the patch of rough terrain is a dead end, with "STOP" in big white letters. Unfortunately, by the time you're close enough to read it, you're probably going too fast to keep from flying off the end. Don't let this tricky turn sucker you; avoid it altogether.

3. **Divided Highway:** After the right turn in the course's lower right corner, the track splits down the middle. If you round the corner in the middle of the track, you'll hit the divider and stop abruptly, wasting valuable seconds. Take the corner either very tightly or very loosely so that you wind up on one side of the divider or the other.

4. **Jump the Gap:** Along the bottom of the course are three small gaps with jumps before them. If you're heading straight at a good speed, you'll clear all of them with no problem.

# MARIO CIRCUIT 3

**Map Legend**

- Race Direction
- Item Box (4)
- Coin (50)

## TRACK FACTS

### Overview

**TIP**

***Unlock the Extra Lightning Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Lightning Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Mario Circuit 3 is just a slightly more difficult version of the last Mario Circuits, with one killer left turn halfway through the course and several other long turns that will give your Power-Slide Drift finger a cramp. Remember to begin your Drifts halfway through the turns, and remember that you're only Drifting if you're holding down R+← or R+→. This is an excellent track for Lightweight racers, because they can accelerate quickly after the turns and take full advantage of the shortcut.

### Point of Interest

1. **Shortcut:** Following the long right turn in the course's lower right corner, you can either follow the track around the next curve or head straight across and through a small gap in the wall to the left of the track. Because the latter involves driving on the sand, only Lightweight racers should take this shortcut; Heavyweights will slow down too much to benefit from it.

# KOOPA BEACH 1

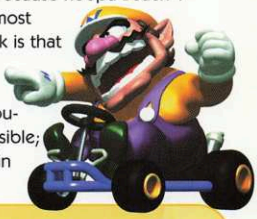
## TRACK FACTS

### Overview

**TIP**

***Unlock the Extra Lightning Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Lightning Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

We hope you brought your snorkel and flippers, because Koopa Beach 1 requires you to drive through a lot of water. The most important thing you can keep in mind for this track is that you can drive through shallow (light blue) water, but if you end up in deep water (dark blue), you sink, requiring Lakitu to fish you out and take a couple of Coins. Stick to the dry sand as much as possible; the darker wet sand near the shore is rough terrain and slows you down.



### Points of Interest

1. **Rough Terrain:** All of the light blue water between the islands slows you down, but you can drive on it. If you get a Mushroom, save it for one of these water crossings (especially the long one at the right side of the course). Remember: dark blue water is too deep to drive in, so avoid it at all costs.

2. **Off-Road Item Box:** In the upper right corner of the course is a tiny island set off from the larger islands. It's only big enough for one thing: an Item Box. Because there are only three other Item Boxes on this course, and they're all in a row at the bottom of the course, it's a good idea to grab this one and try to squeeze a Mushroom out of it.

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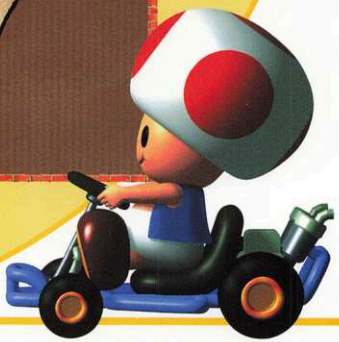
# CHOCO ISLAND 2

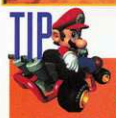
**Map Legend**

- Race Direction
- Item Box (4)
- Coin (50)



## TRACK FACTS

### Overview



**TIP**

***Unlock the Extra Lightning Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Lightning Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Welcome back to Choco Island. Choco Island 2 is a slightly more difficult version of Choco Island 1, with some very narrow straightaways (in which you don't want to be caught up among a group of rivals). As before, the edges of the track are areas of rough terrain, and they'll make you spin out if you try turning sharply on them when going too fast. Most of the Coins on this course are in the middle of the track, giving you an added incentive to steer clear of the edges.

### Point of Interest

1. **Rough Terrain:** In the center of the right side of the course is a huge area of dark brown terrain that slows you down when you drive through it, and there's no way to avoid it. If you try to turn sharply while driving over it, you could possibly spin out. The best way to get through it is to head straight down the course after the corner before it and make only the most minor steering adjustments (if necessary). If you have a Mushroom, this is the place to use it.

# VANILLA LAKE 1

**Map Legend**

- Race Direction
- Item Box (4)
- Coin (50)

## TRACK FACTS

### Overview

***Unlock the Extra Star Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Star Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Vanilla Lake 1 is the same sort of icy track as Snow Land from the Star Cup, with a few nasty additions, such as ice cubes that block your path. The track's surface is slightly slick, which won't bother you much on small turns, but long turns can be a bit of a pain. To keep from steering too wide on the turns, turn a little earlier than you normally would to compensate for the drift.

### Points of Interest

1. **Rough Terrain:** Scattered along the course's bottom half and lining the track's edges are snow drifts that slow you down if you try to drive through them. They won't make you spin out, however.

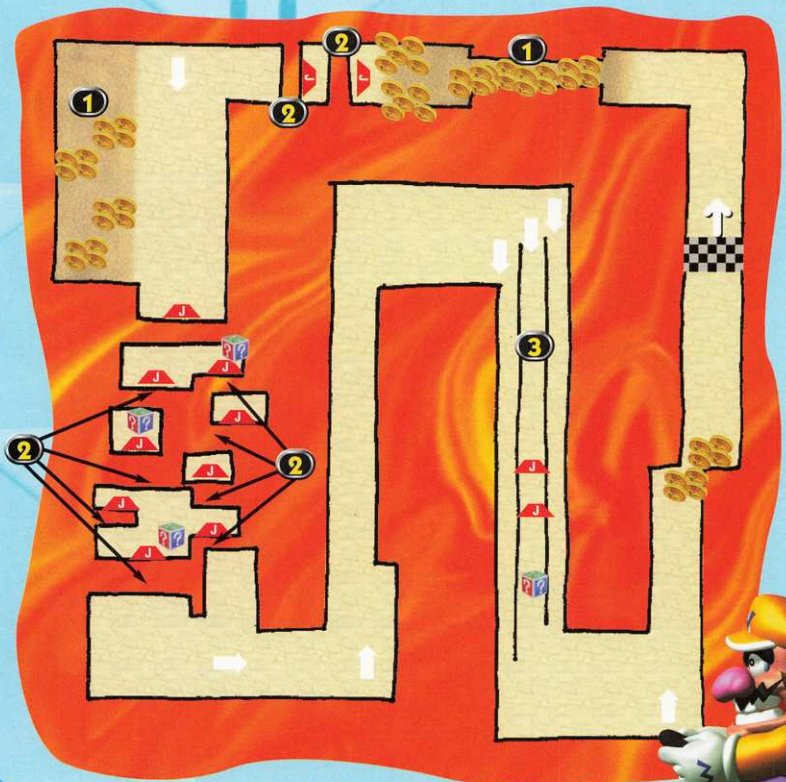
2. **Ice Cubes:** At two points in the course's second half are rows of ice cubes stretching across the width of the track. If you hit one, it bounces you back and shatters. Although you can carefully drive around the cubes, it's not a bad idea to intentionally let your rivals get a bit ahead of you on the first lap. That way, you can blow right by them after they hit the cubes and open a passage for you. If you have a Star, use it just before the cubes, because the cubes will shatter without slowing you down if you're invincible.

3. **Ice Water:** Beware of the two gaps in the track where the ice has broken to reveal pits of ice water. Falling into one has the same effect as falling into any deep water: Lakitu takes his sweet time fishing you out and charges you a couple of Coins for his trouble.

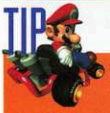
# BOWSER CASTLE 3

**Map Legend**

- Race Direction
- Item Box (4)
- Coin (50)



## TRACK FACTS
### Overview



***Unlock the Extra Star Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Star Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

This last Bowser Castle in the Extra Cups is more than a bit of a pain. Almost all of the Coins are on rough terrain, and you must do more jumping around than a Mexican jumping bean. The track also narrows and widens frequently, and, as in Bowser Castle 2, it divides in one location. Fortunately, there are no Thwomps or Podoboos here either, and none of the turns are greater than 90 degrees.

### Points of Interest

1. **Rough Terrain:** The two patches of sandy rough terrain are in the first half of the course. The first one is unavoidable, but stay tight on the course's upper left corner to miss the second one. Unfortunately, all but eight of the course's 50 Coins are in these two areas, and grabbing all of the Coins from the second area in one lap is especially difficult. Only go out of your way to get the Coins if you're in dire need of them or have a decent lead on your opponents.

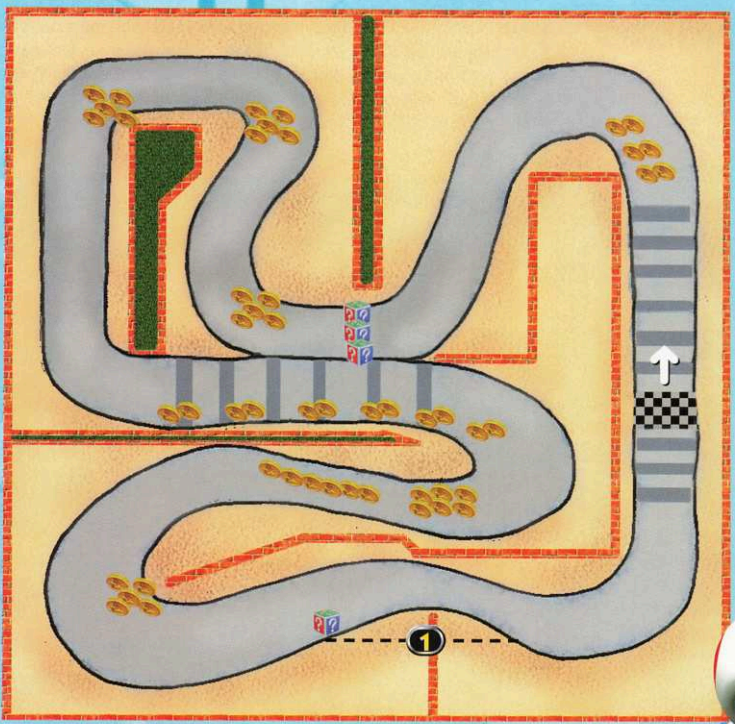
2. **Jump the Gap:** Along the top and left sides of the course are a series of small gaps with jumps before them. As long as you hit the jumps straight on at a good clip, you're fine. For the gaps on the course's left side, stick to either the right or left sides—if you try to jump from a platform on the left side to a platform on the right side, for instance, you'll more than likely wind up falling into the lava between them.

3. **Three Lanes:** The long vertical straightaway near the end of the course is divided into three lanes by two solid walls. Hitting these walls head-on brings you to a sudden stop. The best lane is the center one, which has two small jumps and an Item Box.

# MARIO CIRCUIT 4

**Map Legend**

- Race Direction
- Item Box (4)
- Coin (50)



## TRACK FACTS

### Overview

**TIP**

***Unlock the Extra Star Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Star Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Mario Circuit 4 pretty much puts an end to the idea of the Mario Circuits being courses for amateurs. This track almost entirely consists of curves and corners, and building speed is very tough if your kart has poor acceleration. And even if you do build speed, it might just work against you as you head into the two extremely sharp U-turns in the course's second half. If you haven't mastered the Power-Slide Drift by now, and you're racing in the 100 or 150 cc Engine Class, you're in trouble.

### Points of Interest

1. **Shortcut:** The track curves to the left on the bottom part of the course map, but if you're playing a Lightweight racer, you can keep heading straight to go off-road and pass through a hole in the wall on the inside of the curve. Heavyweight racers should only try this if they have a Mushroom, because the off-road slowdown for them can be greater than the benefit of avoiding the curve.

2. **Power-Slide Drifting:** To quickly get through the two sharp U-turns near the end of the course, use the Power-Slide Drift (R+← or R+→). The whole trick to Drifting is to hit the Drift buttons just as you cross the middle of the curve, then release them and accelerate as soon as the end of the curve is in sight and you are pointed down the next stretch of track.

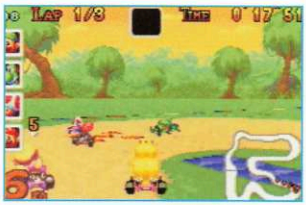
# DONUT PLAINS 3

**Map Legend**

- Race Direction
- Jump
- Item Box (4)
- Coin (50)

# TRACK FACTS

## Overview



**TIP**

***Unlock the Extra Star Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Star Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

As in the other Donut Plains, the corners in Donut Plains 3 are wider than the straightaways. The best way to take the U-turns on this track is to come in tight at the beginning of the turn and then, as you enter the turn, start steering and start your Drift (R+← or R+→) a split second later. Not only does this technique get you around the corners in the most efficient manner possible, it also lets you scoop up the maximum number of Coins.

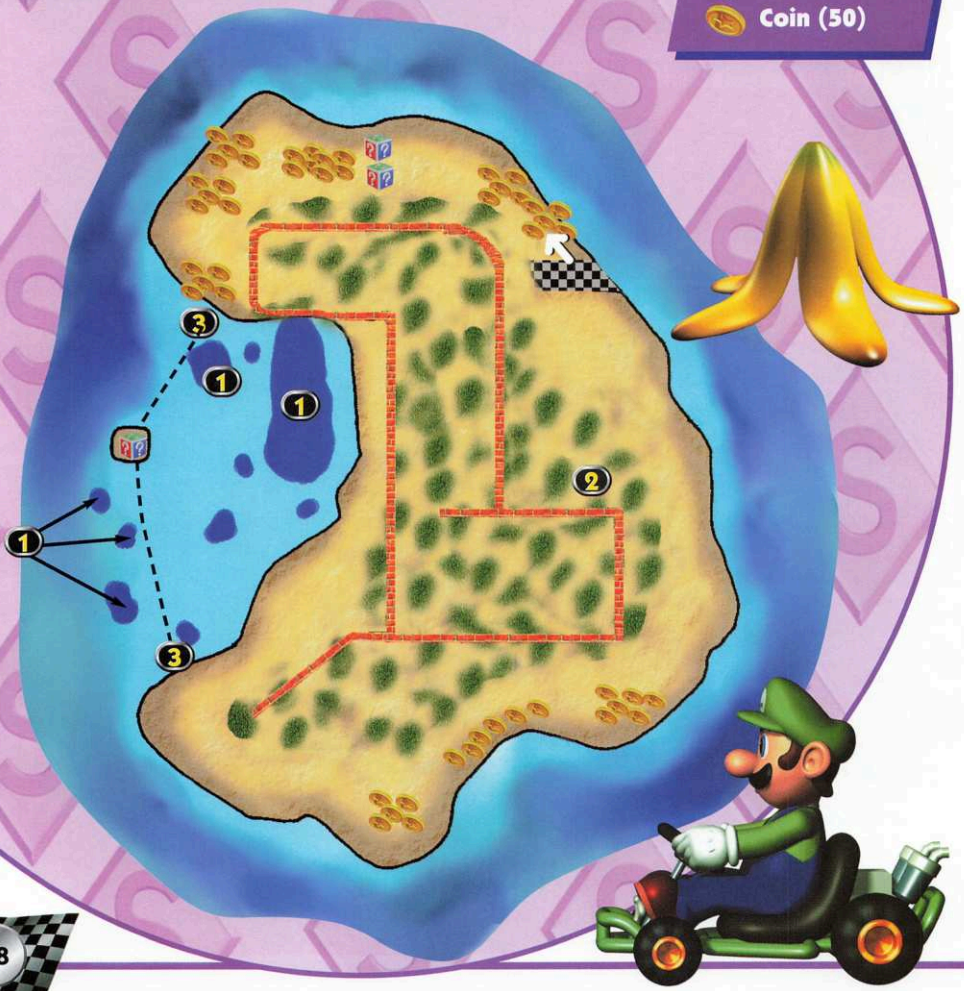
## Points of Interest

1. **Bridges:** The narrow bridges in the course's first half slow your kart, but you can't get around them. So, at each bridge, use a Mushroom if you have one.

2. **Jump the Gap:** After the first long U-turn in the course's upper right corner is a wooden bridge with a gap in the middle and a jump just before the gap. Because the bridge slows you down slightly, you must take the U-turn smoothly and give yourself as much time to accelerate as possible to make the jump.

3. **Rough Terrain:** Along the course's bottom edge are several areas of bumpy terrain. The terrain is almost exactly the same color as the regular track, so make sure you're aware that it's coming up as you enter the course's third U-turn. Stay away from the insides of the last U-turn and the last turn before the start/finish line to avoid the bumpy terrain as much as possible.

# KOOPA BEACH 2



## TRACK FACTS
### Overview

**TIP**

***Unlock the Extra Special Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Special Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Koopa Beach 2 is basically one big, narrow oval track with seaweed on the inside of the course and the ocean on the outside. There are very few opportunities to simply drive straight, so be ready to press ← on the + Control Pad and Power-Slide Drift (R+←) if you're not turning quickly enough. Your goal should be to stay on the light sand as much as possible and avoid water and plants like the plague.

### Points of Interest

1. **Deep Water:** Along the course's left side is an inlet of shallow water that you must drive through; that inlet also has pools of deep water that you must avoid. Falling into the deep water costs time and Coins, because Lakitu must pull you out.

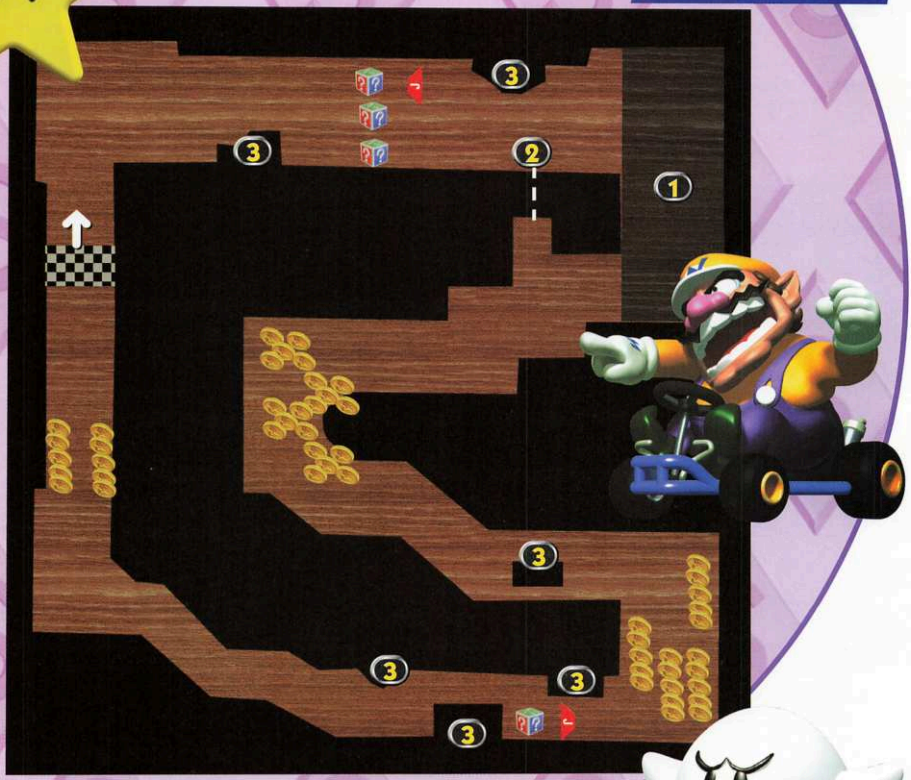
2. **Rough Terrain:** Plants cover the center of the island; they'll slow you down if you try to drive across them. For the best lap time, avoid the green parts of the surface as much as possible.

3. **Shallow Water:** We indicated the best path through the shallow water on the map. Steer between the deep pools, toward the tiny island with the Item Box, and then make an easy left turn from the tiny island back onto the shore.

# GHOST VALLEY 3

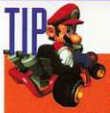
**Map Legend**

- Race Direction
- Jump
- Item Box (4)
- Coin (50)



# TRACK FACTS

## Overview



***TIP:*** ***Unlock the Extra Special Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Special Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Ghost Valley 3 is your last visit to this decrepit wooden track, and it's a good thing, because it's in the worst shape ever. Large sections of the course have broken off and fallen into the bottomless pit below; keep on your toes to avoid joining them. As always, the guardrail blocks are destructible and will vanish if you hit them, so be careful not to make any more gaps of your own.

## Points of Interest

1. **Rough Terrain:** The course's entire upper right corner is a block of slightly darker wood that slows you down when you drive across it. There's a way to avoid it (the shortcut; see the next paragraph), but if you drive across it, spend as little time as possible on it by cornering tightly onto the next part of the track.

2. **Shortcut:** Just before the area of rough terrain is an opportunity to hop across the gap and onto a short platform extending from the track's other side. Because there is no jump, you must hop just before the edge (tap R). You must be moving quickly when you do this (50 cc racers are out of luck unless they have a Mushroom to get the necessary RPMs).

3. **Mind the Gaps:** As we mentioned, there are many sections of the course where the track has broken off, leaving a gap. If you fall into a gap, Lakitu pulls you out for two Coins. To avoid most of the gaps, stick toward the middle of the track. The only exception to that rule is for the gap between the second and third U-turns, which is right in the middle of the track.

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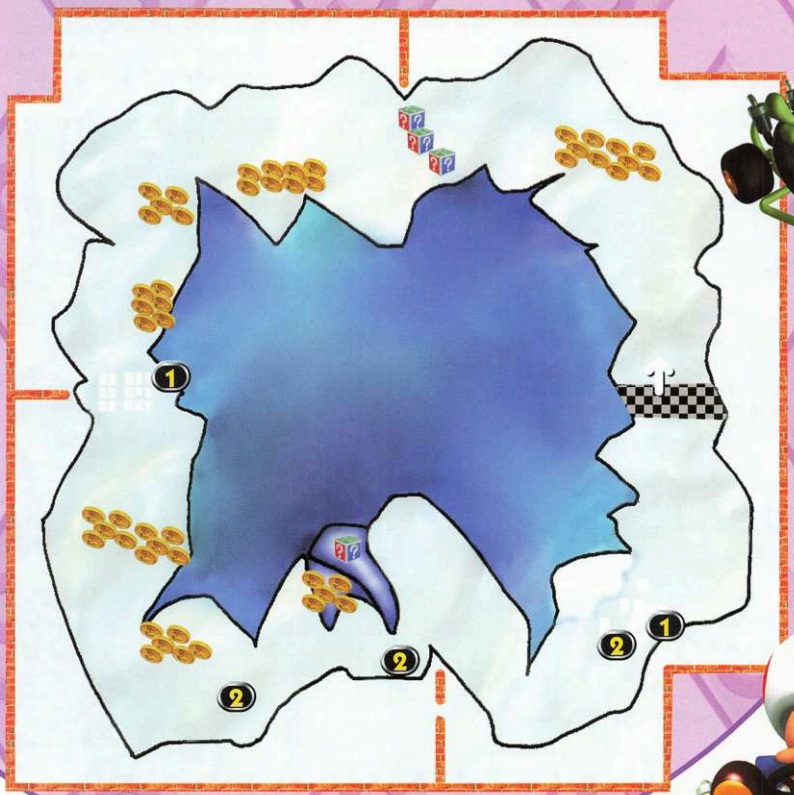
# VANILLA LAKE 2

**Map Legend**

- Race Direction
- Item Box (4)
- Coin (50)



## TRACK FACTS

### Overview

**TIP**

***Unlock the Extra Special Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Special Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Get ready to slip and slide across the last Vanilla Lake course. Vanilla Lake 2 has the same slightly slick surface as the first one, and like Koopa Beach 2, it's essentially one big oval. Avoid patches of snow and stick to the inside of the track as much as possible to pick up the maximum number of Coins.

### Points of Interest

1. **Ice Cubes:** Once again, a line of ice cubes stretches across the track, about halfway around the course. Hitting a cube shatters it and brings you to a complete stop. You can either carefully maneuver around them, or use a Star and blast through while invincible. You can also let your rivals get slightly ahead of you on the first lap, and let them crash into the cubes and do the dirty work for you.

2. **Rough Terrain:** Watch out for the snowy patches along the course's second half. They won't make you spin out, but they'll slow you down.

3. **Shortcut:** There is a hole in the course wall in the middle of the bottom of the course. If your racer isn't overly vulnerable to rough terrain, you can round off that corner by going off-road and through the wall.



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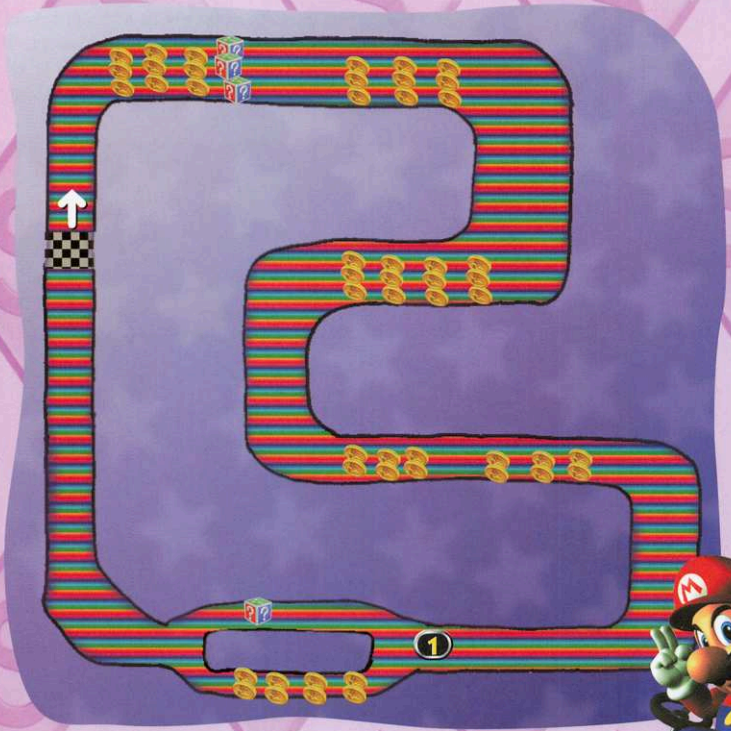
# RAINBOW ROAD

**Map Legend**

- Race Direction
- Item Box (4)
- Coin (50)



## TRACK FACTS

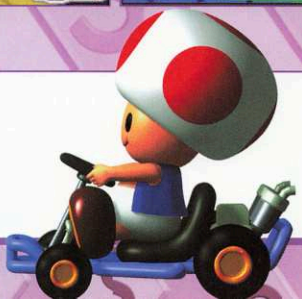
### Overview

***Unlock the Extra Special Cup for a particular Engine Class by unlocking and winning a Gold Trophy in the Special Cup. Then, race the Special Cup again using that same Engine Class and collect 100 Coins plus any Trophy. That unlocks the tracks for Mario GP mode. To unlock the tracks for Time Trial mode, do all of the above in the 150 cc class.***

Although the last course of the Extra Special Cup has the same name as the last course of the Special Cup, they are two different courses. All of the turns on this course are 90 degrees, so if you can take one of them, you can take any of them. The most dangerous part of Rainbow Road is the lack of track borders. There is nothing to keep you from flying off of the track through most of the course, so control is very, very important, unless you want to see a lot of Lakitu. The Coins are also inconveniently spread out across the width of the entire track, which makes it tough to get enough of them to boost your speed considerably.

### Point of Interest

1. **Narrow Fork:** Just before the last corner of the course, the track splits into two very narrow lanes with a treacherous pit between them. On the right lane is an Item Box; on the left lane are eight Coins. The left lane puts you in a better position to take the following corner, so unless you need an Item, stay left. If a rival is immediately ahead of you, you don't need to take the right lane, because he or she would get to the Item Box first anyway.



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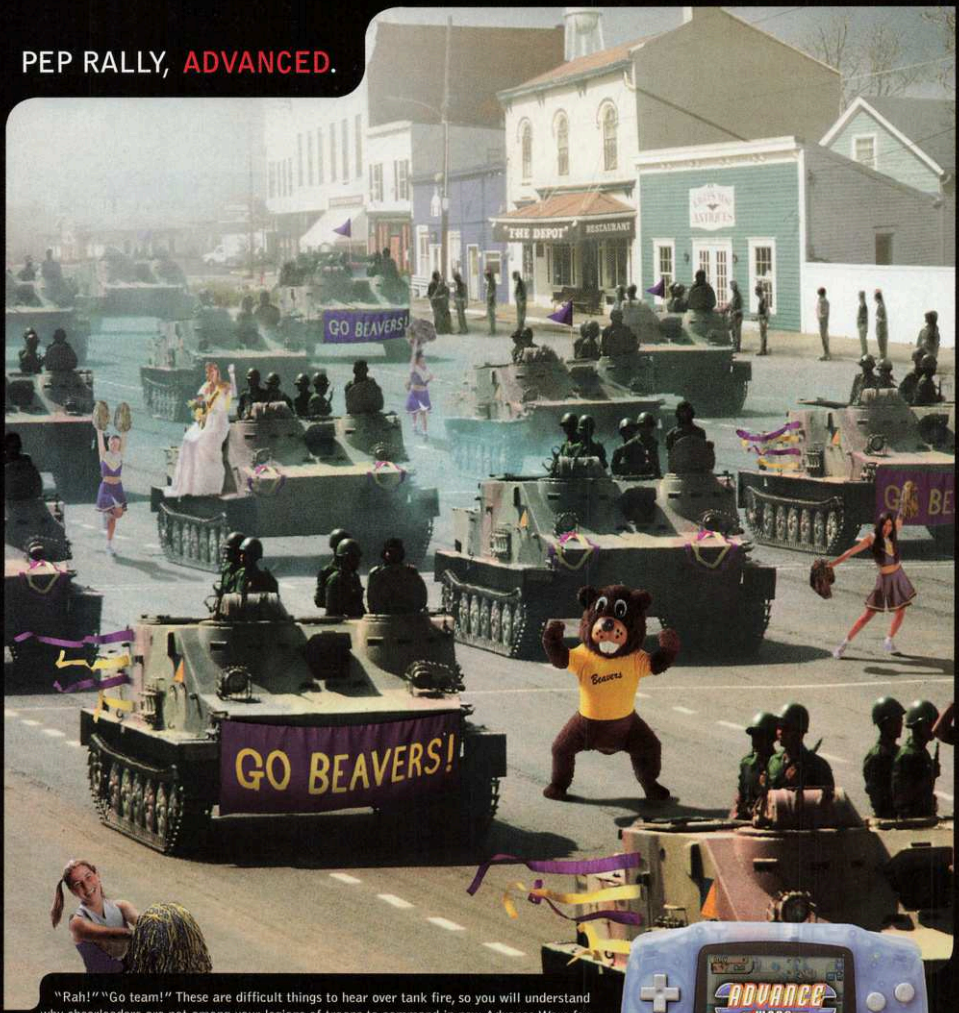


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EVERYONE E — Mild Violence

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